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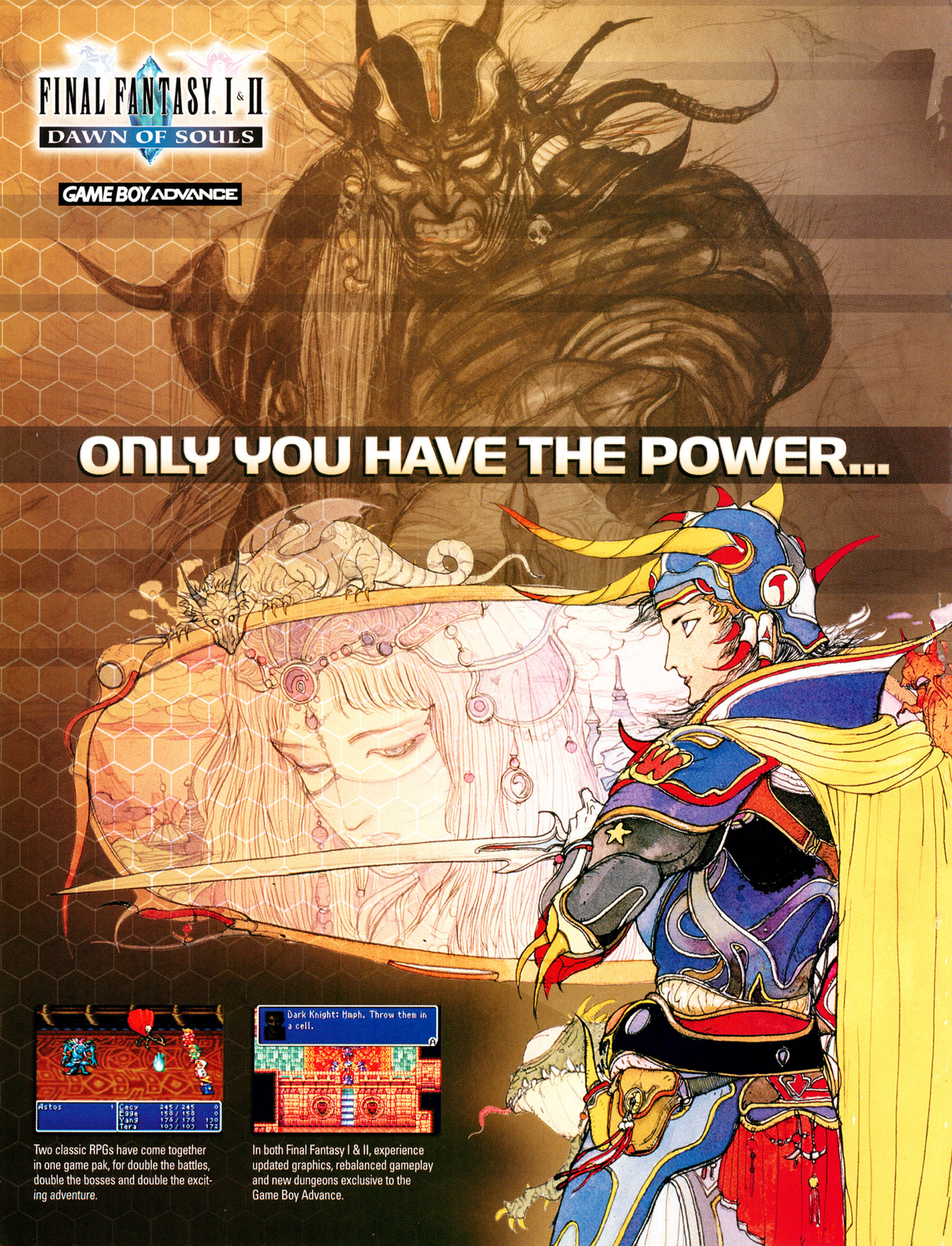
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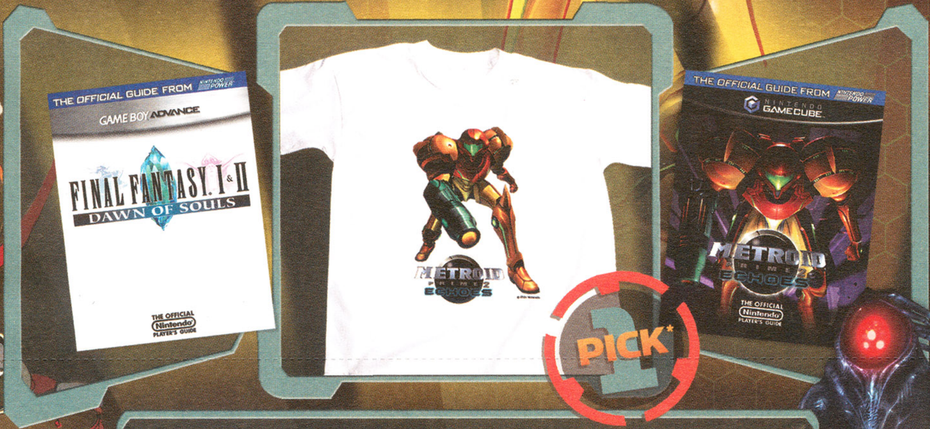
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MIRAMAX FAMILY

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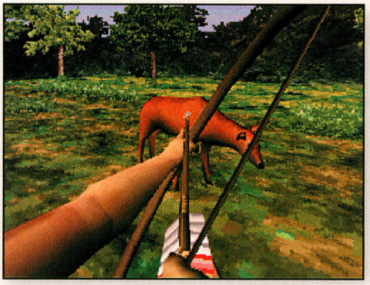

92 Hmm. This isn't going to end well.

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VOLUME 190—APRIL 2005

Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

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pulse

feedback, correspondence and book learnin'

Letter of the Month

I have wondered, especially with the news of Donkey Kong Jungle Beat, if Nintendo is too tied to its franchises. Donkey Kong Jungle Beat and Donkey Konga are extremely original—so original that I believe they could have given birth to a new franchise, which would have been welcomed. For whatever reason, though, they didn't. It made me feel like these were great games, yet the Donkey Kong franchise had to be slapped onto them. This was also the case with Star Fox Adventures, which was originally supposed to be called Dinosaur Planet (meaning there was no relation to Star Fox in the original concept). Now it seems to be getting worse, especially with [Dance Dance Revolution featuring] Mario and [NBA Street] featuring Mario, Peach and Luigi. I begin to wonder: are third parties afraid their games won't sell if they don't put Mario in them?

Looking back on this generation, I think of Pikmin, Animal Crossing, Eternal Darkness and Viewtiful Joe, all of which are wholly original concepts that innovated gaming. Surely Nintendo could come up with more franchises that are original like these, right? Now, I like a Mario game or a Zelda sequel as much as the next gamer, but new franchises would be nice too. With new franchises (and I mean a lot of them), Nintendo would dominate. I want to take the new road promised by Nintendo, but at the same time, I want to see some new faces along that road too.

Meepist
via the Internet

The Leon Collection

After playing Resident Evil 4 and reading the RE article in issue 189, I have grown quite fond of the leather jacket that Leon possesses. Do you have any idea where I might be able to get my hands on that snazzy cowhide?

MSS
via the Internet

We couldn't find anyplace that sells a replica of the jacket Leon wears in the game, but Capcom Japan's online store (www.capcomshop.jp) offers an entire clothing line inspired by Mr. Kennedy. Just be prepared to empty your bank account; a pair of pre-stressed jeans that "satisfies Leon's style policy" (as translated by Babelfish) will set you back 23,100 yen ($223).

Comment Box

I have two things to say about issue 188:
1. Kevin M. had the best suggestion ever. I've always been a huge game music fanatic. I love figuring out pieces and playing them. I think a music section would instantly become my favorite part of the magazine!
2. TMNT4vr brought up a semi-valid point. I was looking through the reviews when I noticed Sprung averaged a 3.8 out of 5. In another gaming magazine, it got a 3.33 out of 10 average. It seems as though your reviews are getting kind of skewed.

By the way, I love the new Pulse section!

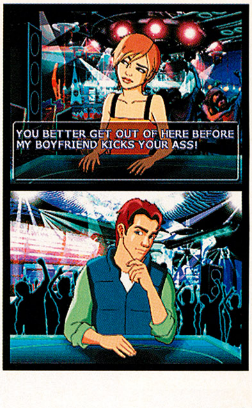
SP33doh
via the Internet

We've received quite a few letters supporting Kevin M.'s suggestion. The idea must have struck a chord with our readers (ha!). As with a number of recent requests, we're currently investigating the best way to implement it.

We're not sure we understand the second part of your letter, though. TMNT4vr complained that we rated Teenage Mutant Ninja Turtles 2: Battle Nexus too low, yet your contention is that our reviews are "skewed" because we rated Sprung too high. Skewed how? Against amphibians? The reviews in Now Playing represent our personal opinions, and not everyone is going to agree with them. That being said, we're not the only ones who enjoyed Sprung. . . .

DS = Dating Service

I recently purchased a Nintendo DS and a copy of Sprung. I originally bought the game because I needed some lessons on what to say to, or do for, a girl. To make a long story short, I developed a fear that all the pretty girls are already paired up with a boyfriend. I've dubbed this social phobia Noiophobia, after the Spanish word for boyfriend. Anyway, before Sprung, I was afraid to approach most women (FYI, I'm 22 years old). I tried to silently attract a boyfriend-free girl,



YOU BETTER GET OUT OF HERE BEFORE MY BOYFRIEND KICKS YOUR ASS!

mostly with signs, for over one year and four months. Then Sprung [provided me] with general things to say and do, so I felt more confident. When I tried my newfound expressions from the dating simulator, I forgot my fear of the infinitely high boyfriend factor, and I met a couple of lady friends with whom I feel more comfortable. So thank you, Nintendo and Ubisoft, for the dating advice that this frustrated virgin needed.

Christian C.
via the Internet

Incoming Fire

I am a big fan of the whole Fire Emblem series, and while I was looking at fan art and stuff, I noticed that there is another Fire Emblem game for the GBA in Japan. [It's called] Fire Emblem: Seima no Kouseki, and it looks really cool. Will this game ever be released in the US?

D Rock453
via the Internet

The game you're referring to is indeed coming to these shores under the title Fire Emblem: The Sacred Stones. For more information, check out this month's Epic Center on page 82.

I Don't Need No Education

I wouldn't mind Paul B.'s suggestion [in Volume 188], but [I object to] his argument that "It would [also] make the magazine 'educational,' which never hurts." Why would you want to make a beautiful video game magazine educational? I certainly hope you guys do not decide to have us take a stroll through the crusades or teach us how to properly bake poppy-seed muffins.

A. Laura L.
via the Internet

How about a lesson on the ancient samurai ritual of disembowelment?

Cubs Win! Cubs Win!

I thought that your Mortal Kombat: Deception interview in February's issue was awesome. But I'd like to point out that the ritualistic suicide used in MKD is not actually pronounced Hari Kari (like the MLB broadcaster, Harry Caray). That's just a common play on words. It's actually referred to as "Hara Kiri" (pronounced HA-RAH KEE-REE), which means stomach cutting. It's also called Seppuku. It was used by the samurai in feudal Japan to restore their honor. The captured or dishonored warrior would kneel and drive a dagger into his stomach, then someone else would immediately cut off his head. It was quite gruesome, but other people would actually watch the event as a formal ceremony! I hope this doesn't make you want to commit Hara Kiri. That'd be quite a mess in the NP office.

Mike S.
via the Internet

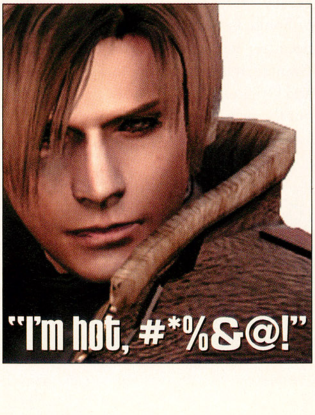
Bad Boys

I recently started playing Tales of Symphonia again. I blame that game for messing me up in the head. I seem to have fallen in love with Kratos (so incredibly hot!!!). I thought it was just a stupid crush, but as soon as I started playing it again, those old feelings welled up inside me. From the first gruff, "Out of my way!" my heart was captured once more. My point is, why hasn't there been a writing topic where people talk about their favorite video game heartthrobs in the magazine? That would rock so much. Then I could tell my friends and family to shut up because I'm not the only nerd who falls in love with [game] characters.

Megan B.
via the Internet

P.S. Is it true that Leon uses bad words in Resident Evil 4?

If people write in about their favorite video game heartthrobs, we may or may not print them, depending on how disturbing they are. As for Leon, he does utter obscenities from time to time, but his rugged handsomeness and impeccable fashion sense should help you look past that.


"I'm hot, #*%&@!"

Attack of the Clones

Hey everybody, I thought that [Volume 189] was great! However, I noticed that on the cover, every Arwing had Fox in it. Did Fox figure out how to clone himelf?

cmm1215
via the Internet

Yes. He got tired of listening to the incessant chatter from his regular wingmen.

Odds & Ends

What do you use the Player's Poll entry forms for after the sweepstakes [is over]?

World Destroyer King
via the Internet

Why, World Destroyer King? Do you need them for your nefarious plot to destroy the world?

What is Yoshi, a turtle?

Nicholas
via the Internet

No, if he were a turtle, we'd give all of his games poor reviews.

Will WarioWare: Twisted! work with the Game Boy Player?

Chris B.
via the Internet

Theoretically, yes. If you decide to try it, please send us a video tape.

Funny Business

I am writing this letter because you finally did it. In Volume 189, you finally made me go, "Yes, the new Pulse will work!" I still have Volume 44 of Nintendo Power on my shelf and have been somewhat reluctant to accept the serious changes to the Pulse section. Right off the bat, I realized the pros and cons of the change. I must say that I still miss the abundant fan art, but I love the "grown up" approach to the section. The content of the letters has become more adult, and I find myself laughing at all the random little comments made in response to the letters as well. From claiming that the PlayStation 2 eats small children to the little medical gnome that supposedly exists in the GCN, I just can't stop laughing. What really did it for me was one of the most recent comments [regarding That's So Raven]: "...we attempted to be as shallow and mean-spirited as the source material." That's great stuff.

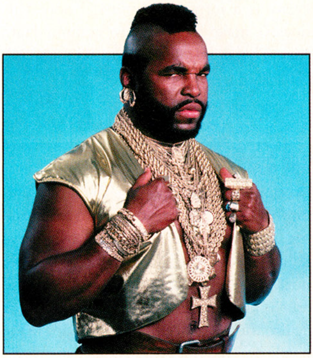
Alex K.
via the Internet

No Pitying, Only Pancakes

I'm writing about something I noticed in issue 187, and that is the Mr. T picture. When I saw that, [it brought back memories] of meeting the real Mr. T. It's one morning I'll surely never forget. I was at the Los Angeles International Airport IHOP [*That's the International House of Pancakes, for the uninitiated—Ed.*] with my parents, and soon after we were seated, there he was. The actual Mr. T was sitting right next to us. I just couldn't stop smiling; it was incredible! He looks just like he does on television, and he is a really huge man. Loud, too. My brother and I ended up shaking his gargantuan hands. Soon after, Mr. T left the IHOP with his friend and we all said goodbye to him. He wished us a happy future. It was amazing!

Bark-n_Moo
via the Internet

Correction: Last month, we regrettably neglected to include a photograph of Mr. T. In an effort to make amends for this grievous error, we're giving you a bonus photo this month. Please accept our apologies, and enjoy.



Correction, part deux: In last month's Resident Evil 4 strategy coverage, we mistakenly referred to the village chief as "Sadler." His correct name is Mendez. Lord Saddler is the leader of Los Illuminados.

Discussion from the NSider Forums – forums.nintendo.com

Power Awards Omissions

What did you want to vote for that you couldn't? My [choices] are:

Best GCN Graphics—Paper Mario: TTYD
Best GBA Music—Metroid: Zero Mission

Gyromite

I couldn't believe they didn't put WarioWare: Mega Party Game$ under the Best Multiplayer category. Don't get me wrong, the other nominees are great multiplayer fun, but I think WarioWare should take the cake with its fast-paced madness.

MarioBros99

I'm mad they didn't put Feel the Magic: XY/XX [in] for Best Sound (handheld).

Invader_Tails

I, for one, think that Baten Kaitos [should have been considered] for Best Cut-Scenes and Best Writing.

Spyke72

Best GBA Graphics—Wade Hixton's Counter Punch. I'm a sucker for hand-drawn graphics, no pun intended.

BLCDude

Hey-O!

Where do you keep your video games? In a drawer, in a backpack, under your bed, etc.?

Evano_o

I try to keep my GameCube in my pants. It impresses the lady.

Slipk

Girl Gamers

I live in a dorm (I'm a girl, so it was the girl's side), and I felt like playing some games, so I set up my GameCube in the lounge. I started playing Four Swords Adventures, and one of my friends came in and started watching, so I switched to Soul Calibur II and got her to play. Then someone else came in, so I switched to Super Smash Bros. Melee. Then a few more girls came in, so we ended up rotating between six people for three hours until dinner.

Anyway, the moral of this story is, girls *do* play video games, you just have to ask.

Navi-The-Fairy

Final Fantasy I & II Review

I really enjoyed Final Fantasy I & II: Dawn of Souls. To be honest, I'm still enjoying it, because it's a wonderful compilation. Granted, it is much easier than the originals and Origins, which is a little disappointing, but the new dungeons are a huge plus. Not to mention the added bosses (which really take me back, because they come from other Final Fantasy games). I've always been a Final Fantasy fan, so I really love this compilation. The music is excellent, the graphics are great and the gameplay is highly addictive. The story is lacking, but so what? They are older games, and I honestly didn't care too much.

MegaManX411

860
1236
Mini Satana 3
Bloodbones 3
Purobolos 1
Li'l Murderer 1
Minwu 879/ 879 119
Scott 1706/1706 97
Josef 1048/1048 5
Ricard 2753/2753 36

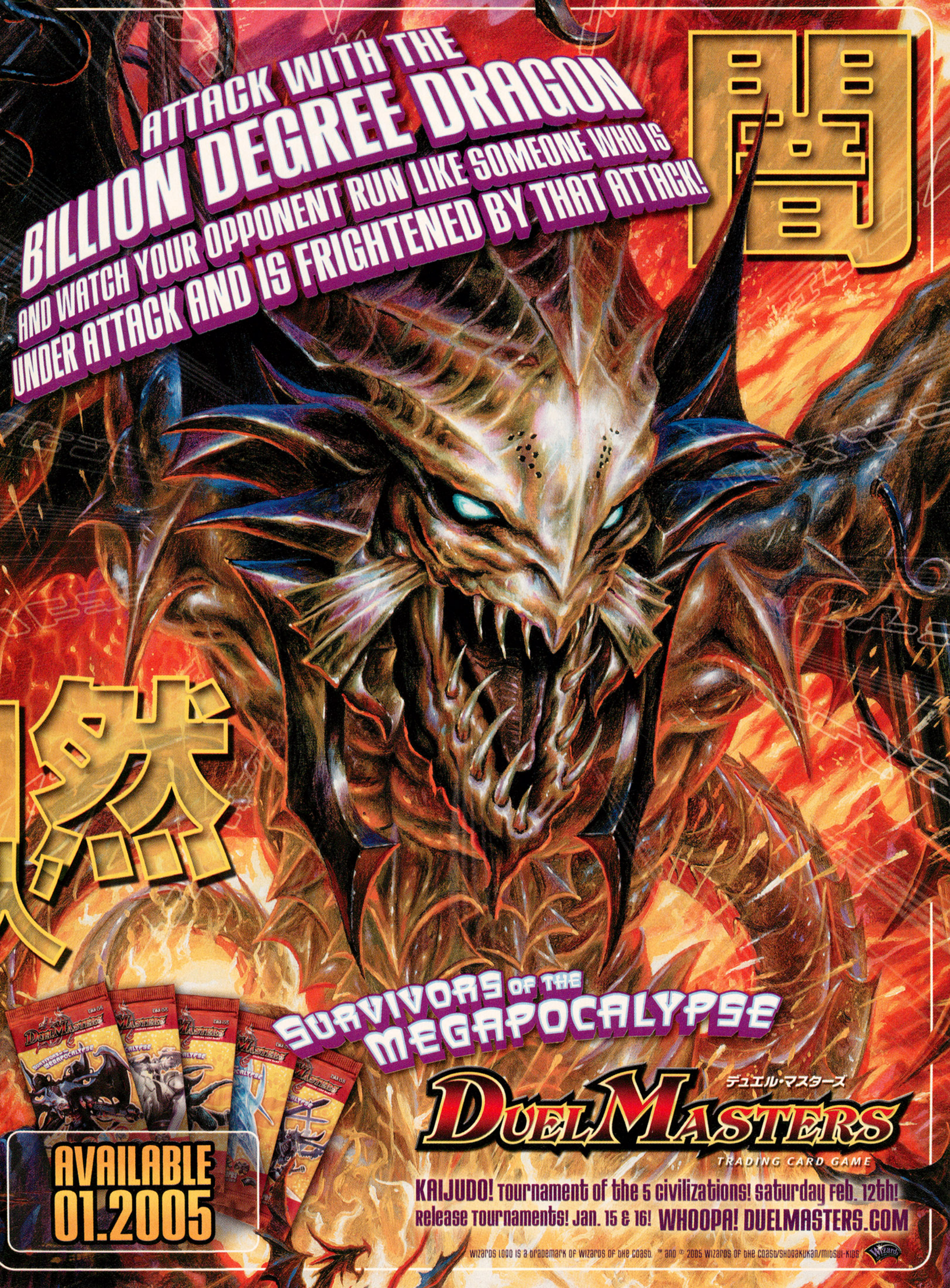
Resident Evil 4 Reviews

Resident Evil 4 is a game almost four years in the making, and it was worth every minute. It is one of the best action games I have ever played, it is arguably the best survival-horror game ever made, and it is a shining example of how developers should try to rejuvenate their old franchises.

RedSwirl

This has got to be one of the greatest games *ever*. From the start, Resident Evil 4 immerses you in a world that taunts you to keep exploring it; to survive it. The game does this through a phenomenal mixture of great storytelling, awe-inspiring visuals, mood-setting music, a wonderful variety of sounds and near-perfect controls. I can't remember the last time I had so much fun playing a video game.

CommanderLink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POKéMON TRAINERS PREPARE FOR BATTLE FRONTIER BRAIN CHALLENGE

Events

Pokémon

You've always thought you were the best Pokémon Trainer. Now's your chance to prove it. On April 30, the best Trainers in the US and Canada (excluding Quebec) will converge on Seattle for the greatest Pokémon battle of all time. If you have the skills, you could be one of the participants, playing Pokémon Emerald wirelessly in the famed Space Needle!

To qualify to battle in Seattle, go to pokemon-games.com beginning March 15 and take the Pokémon Recognition Challenge. The quiz runs through early April. The top eight Trainers from each of the seven Battle Frontiers (US/Canadian regions) will advance to more-difficult rounds and a chance to qualify for the throwdown in the Emerald City. Also, when you preorder your copy of Pokémon Emerald from participating stores, you'll receive an Official Frontier Battle Pass with VIP I.D. Card that gives you access to the exclusive Emerald VIP site. There you can take part in Pokémon Emerald chat, grab special downloads and more.

Pokémon
Emerald Version
VIP I.D. Card
The Official Frontier Battle Pass

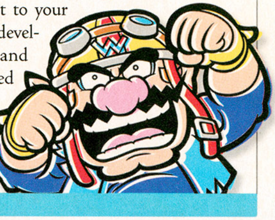
www.pokemon-games.com

FEEL THE TOUCH

Games

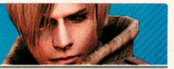
Featured Title | DS

Looking to get rich, meet your soul mate or reunite with friends from high school? You won't find that at warioware.biz, but you will find the craziest, most interactive game site on the Web! The WarioWare: Touched! portion of the site brings all the zaniness of the Nintendo DS hit to your computer. Read microgame-developer bios, get downloads, and play great Flash games inspired by Touched! Warioware.biz will also be your home base for WarioWare: Twisted! for the Game Boy Advance.



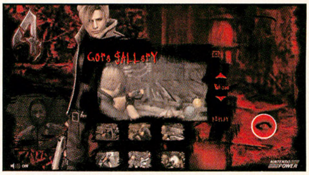
www.warioware.biz

ONE EVIL SITE



Games

Featured Title | GCN



Nintendo.com and Nintendo Power teamed up to guide you further into the world of Resident Evil 4, the game that's taking the world by storm. Visit nintendo.com/re4 and check out the Gore Gallery, with scenes selected by our curators. And don't miss the interactive tip section. Read the tip then see it executed right in front of your eyes. Cutting-edge technology is pretty cool, huh?

www.nintendo.com/re4

BANG THE BONGOS

Games

Featured Title | GCN

Release your inner ape with Donkey Kong Jungle Beat! The surprise smash of E^3 is coming to your Nintendo GameCube in March, and donkeykong.com has a barrelful of block-rocking screenshots, video and more. When you monkey around at the Donkey Kong Jungle Beat site, you will explore a whole new way to experience adventure. How easy is it to use bongos to play a platformer? Beat it to donkeykong.com to find out.

www.donkeykong.com

FOX LIFTS OFF!

Games

Featured Title | GCN

Your mission: go to starfox.com for all your Star Fox: Assault news. Enter the war room of a damaged Cornerian starship and repair the data crystals that contain vital information regarding the war against the Aparoids. As you repair crystals, you'll learn about the Star Fox team, unlock videos, screenshots and awesome downloads, and gain access to the security data core, which holds information about the team's most dangerous adversaries. Can you help the Star Fox team save the world?

www.starfox.com

Congratulations to our latest Sages!

MONGOLIANMOOSE
FIREEMBLEM6
MEGAMANX411
SSJ6KIRBY

PROVE YOUR SKILLS.

KLONOA'S floppy ears perk up as the Dream Champ Tournament is announced. Packed with traps, hoverboard races and wacky puzzles, this looks to be the beginning of an extraordinary adventure. The competition is fierce, but Klonoa is determined!

EARN THE TITLE OF "GREATEST HERO".

KLONOA® 2
Dream Champ Tournament

ONLY FOR
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KLONOA 2
Dream Champ Tournament
EVERYONE
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ESRB
Official Nintendo Seal
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024:60
8/30
0/30
11

EVERYONE E CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

GAME BOY ADVANCE

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NINTENDO DS

Castlevania is one of the brightest stars set to dazzle DS gamers. Bask in the unholy warmth of our preview on page 90—after you check out the many DS revelations here in Game Watch!

NINTENDO DS SEDUCES WITH INDIE SPIRIT

North American and Japanese DS owners have been enjoying the system's groundbreaking games for several months, and with the European launch set for March, Euro-gamers finally got their mitts on the DS at a Paris press conference in January. After revealing the launch titles, Nintendo's president, Satoru Iwata, gave the audience a world-exclusive demonstration of Mario Kart DS in eight-player wireless mode—it had been shown previously only on video. Not yet pinned down for release (in any country), the game's European unveiling bodes well for the millions of DS owners who can't wait to get the next big thing. And big things—after the likes of Super Mario 64 DS, Feel the Magic: XY/XX and WarioWare: Touched!—are becoming a monthly occurrence. Prepare to be further spoiled by eye-opening concepts: the coming months hold many more titles that draw upon the touch screen, dual views and wireless connection, and the next four pages reveal many new experiences soon to hit your DS.

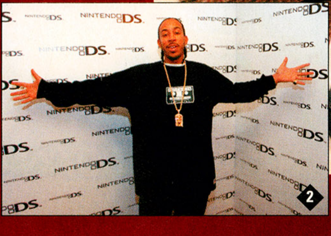
nintendo
Nice cat

THE DS SHINES AT SUNDANCE

Part film fest, part mountain-resort bash, the Sundance Film Festival in Park City, Utah, has become *the* spot where independent films, like 2004's *Napoleon Dynamite*, first strut their stuff every year. Celebs flock to the fest—and the Nintendo DS Lounge was ready for their sweet caresses.

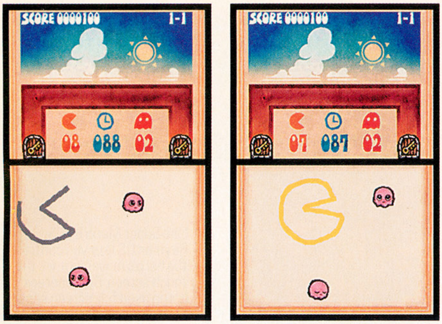
1. What can't those Hilton sisters do? Paris has made *The Simple Life* into lust-see TV, and both are stars of the international heiress set and the fashion scene. Paris and Nicky have now joined the dual-screened elite who've found (via a little PictoChat action) that touching is good.

2. Rapper Ludacris, the main attraction of this year's biggest Sundance success *Hustle & Flow*, stopped by the Nintendo DS Lounge during a very good week in which his $2 million hip-hop flick went for a cool $9 million to Paramount and MTV Pictures.



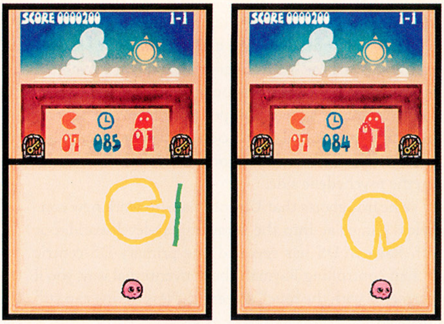
PAC-PIX PERFECTS THE ART OF GHOSTBUSTING

Mario's and Samus's DS debuts at E^3 '04 might have grabbed headlines, but Namco's Pac-Pix demo grabbed the stylus and ran with it. With gameplay that let the player draw Pac-Men that sprang to life, it provided the best glimpse into the magic of sketch-powered gaming. But what's going to make Pac-Pix more than just a dazzling demo? NP has the exclusive story.



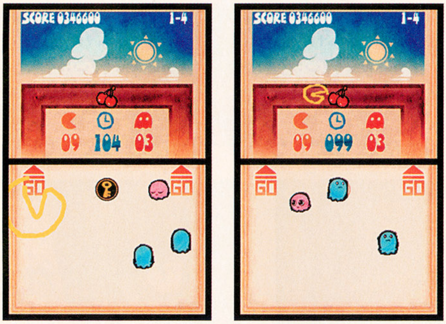
SCORE 0000100 1-1
08 088 02
SCORE 0000100 1-1
07 087 02

The basics remain the same: You'll sketch a complete Pac-Man (size and exact features are your choice) to sic the hero on a pageful of ghosts.



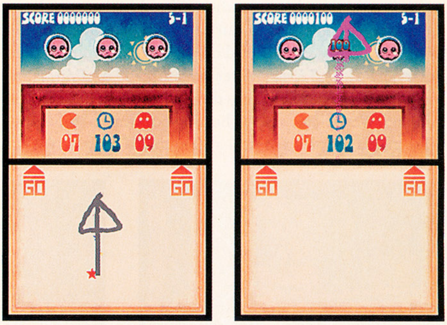
SCORE 0000200 1-1
07 085 01
SCORE 0000200 1-1
07 084 01

Pac-Man will gobble in the direction that you draw his gaping mouth, then follow the paths of walls that you sketch in front of him.



SCORE 0346600 1-4
09 104 03
GO
GO
SCORE 0346600 1-4
09 099 03
GO
GO

You can stop Pac-Man by pinning him down with the stylus, and direct his movement into alleys that lead to the upper screen to chomp fruit.

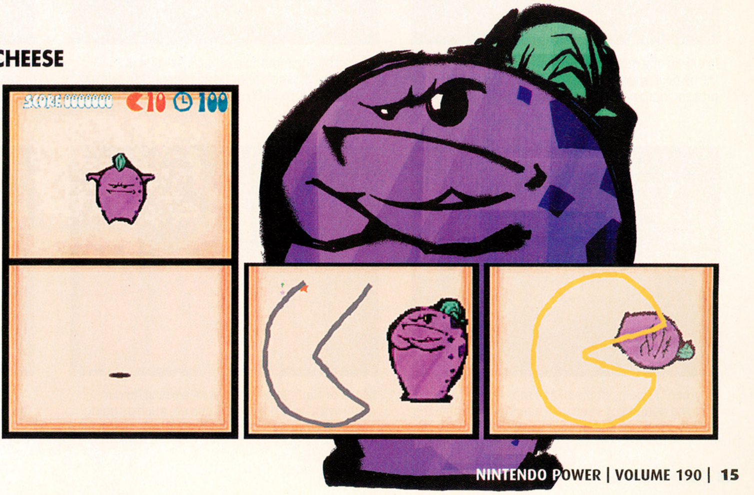


SCORE 0000000 5-1
07 103 09
GO
GO
SCORE 0000100 5-1
100
07 102 09
GO
GO

When you see ghosts loitering on the upper screen, you can bring them down to the lower one by sketching arrows—which fire upward at 'em.

GULPING DOWN THE BIG CHEESE

Pac-Pix's backstory reveals how Pac-Man winds up chasing ghosts on DS parchment. To battle apparitions that have been cast into books by a wizard's Ghost Ink, Pac-Man has taken up the Magic Pen and used it to banish every ghost to a single book. One mishap later, Pac-Man finds himself trapped inside that book, leaving the player in possession of the Magic Pen (aka the DS stylus). But will there be more game than just nipping at ghost heels? Namco's said that bosses will also drop into the action, and you'll need to be a quick draw to take the goliath poltergeists on.



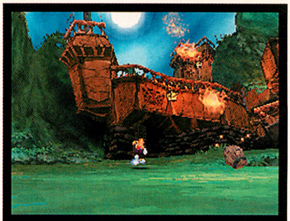
SCORE 0000000 10 100

EXCLUSIVE HANDS-ON WITH RAYMAN DS

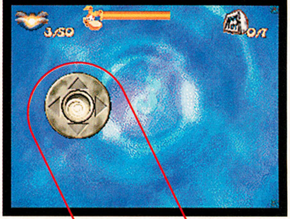
Though it broke our hearts to see Rayman DS fall out of the US launch lineup last fall, we're glad to hear that the several-month delay has given Ubisoft more time to develop its DS outing for March release. Early screenshots hinted at what we can now confirm after a few hours with an early version of Rayman DS. Like Super Mario 64 DS, the game's based on an N64-era title that's one of the best (some say *the* best) platformers ever created, Rayman 2: The Great Escape. Arguably Ubisoft visionary Michel Ancel's greatest masterpiece (though it has competition from his darkly enchanting Beyond Good & Evil from 2002), Rayman 2 is a must-play for platformer fans, not to mention gamers who like their adventures on the psychedelic side.

Though we've heard reports that Ubisoft plans to work new content and wireless gameplay into the sprawling 45-level world, our play time with Rayman DS has revealed one primary DS-centric detail: rather than controlling Rayman the conventional way, you'll guide his movements with the touch screen (the less daring can still use the Control Pad).

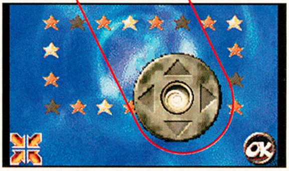
Ubisoft rarely follows anyone's lead, and Rayman DS continues the tradition: instead of using the full touch screen for control—swiping your thumb across the entire thing to turn Rayman or reverse direction (as Mario can be moved in SM64 DS)—Ubisoft plopped an actual Control Pad on the screen, confining touch control to just the pad image. After several hours of running, jumping and swimming, we might be getting swayed over to Ubisoft's way of thinking. We look forward to hearing our readers' thoughts on the latest in virtual analog control innovation.



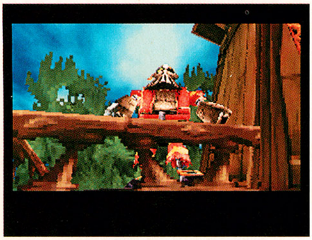
Such beauty, such danger: Rayman DS revisits the pirate threat from Rayman 2, which touched down on the limbless hero's wonderfully oddball world back in the N64 era. The new game will bring the unique brand of platforming charm to handheld gaming for the first time.



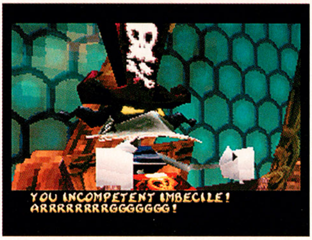
Like Super Mario 64 DS, Rayman DS lets you control the hero's movement via the touch screen. But whereas Mario used full-screen sensitivity, Rayman focuses the control by placing a virtual analog pad on the screen.



Using the calibration feature, you can adjust the size of the Control Pad and change its placement—a smart innovation.

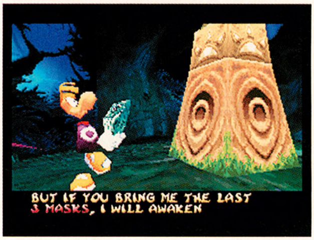


In one of the most boldly fantastic platforming yarns ever spun, Rayman 2—now Rayman DS—pits the hero against a robotic pirate invasion.



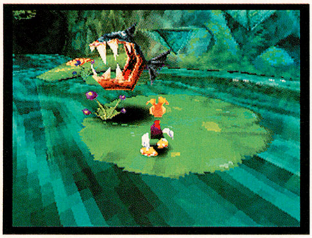
YOU INCOMPETENT IMBECILE!
ARRRRRRRRGGGGGGG!

It's led by the most vile of yar-har villains, Razorbeard, who's shattered the world's primordial energy into 1,000 magical Lums.

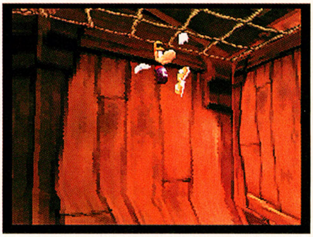


BUT IF YOU BRING ME THE LAST
3 MASKS, I WILL AWAKEN

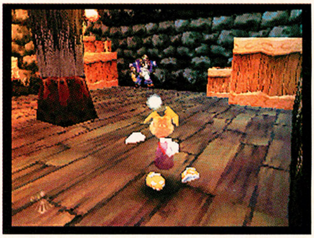
On Rayman's quest to stop the plot and repair the planet, he must reawaken the spirit of the world by scaring up four mystical masks.



Rayman DS holds some of the most diverse platforming action yet seen on a handheld, like leaping across megapiranha-infested lagoons.



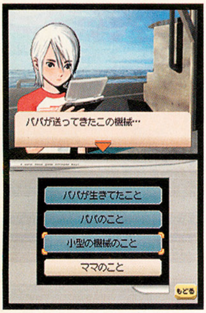
Much of Rayman's charm is in learning how much a guy with no arms or legs can do, such as going hand-over-hand to cross a rope ceiling.



As you collect more Lums, Rayman will learn more moves. One of his first enables him to hurl energy balls at attackers.

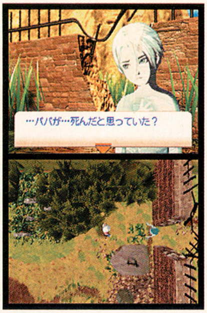
ANOTHER DISCOVERS ITS OTHER

With the Japanese release of the DS adventure Another upon us, plot points that delve deeper into the tale have started to surface. As a girl journeys to a mysterious isle in search of her father (previously thought dead), she'll meet a ghostly companion—one that makes the touch-driven tale even eerier than we'd dreamed.



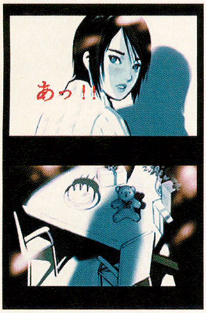
パパが送ってきたこの機械…

In the dual-screened game, players will guide Ashley with touch and voice control as the heroine leaves home and crosses an ocean to reach a solitary island. In the spirit of PC games like Myst and The 7th Guest, you'll "point-and-click" your way through the isle's foreboding environs.

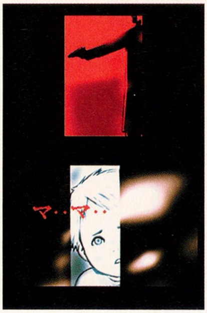


…パパが…死んだと思っていた？

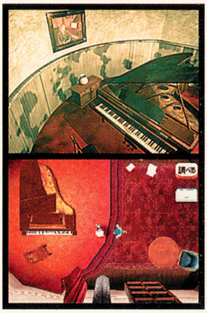
Upon encountering a ghost boy, named Di in the Japanese version, Ashley learns that his past is as shrouded in mystery as her own, and he joins the quest to find her father. The game's dual-screen views change often—sometimes you'll see characters face-on and top-down simultaneously.



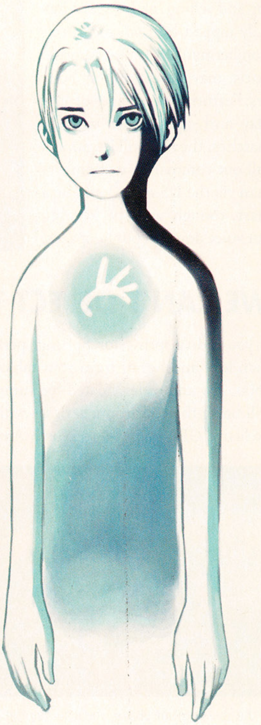
Di discloses that he's been gone for 57 years, and that he once spied a tragedy.



It was a murder in a nearby mansion, one of many mysteries tied to the island.

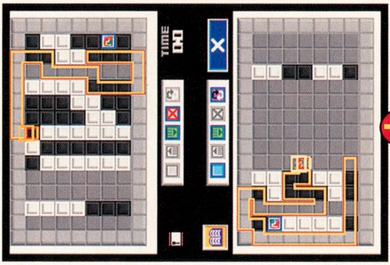


He's willing to lead her to the giant house—and Another's heap of creepy puzzles.

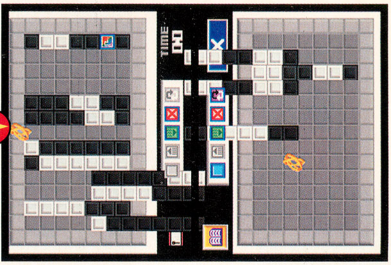


POLARIUM'S DUELING ACTION—REVEALED

Gamers who long for the days of defending honor with rapier in hand and slashing foes with elaborate flourishes will be gratified by Polarium's multiplayer offering. Due in the first half of this year, Nintendo's puzzle-action game—in which players change black and white tiles to their polar opposite by drawing on the touch screen—will demand a lightning-quick flair with the stylus in Versus mode.

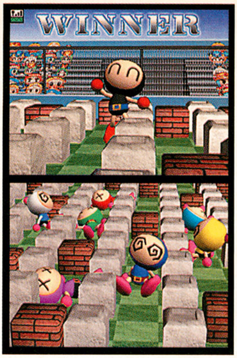


You'll turn the DS sideways when dueling to see your playfield on the left and your foe's on the right, then race to finish all-white or all-black lines . . .



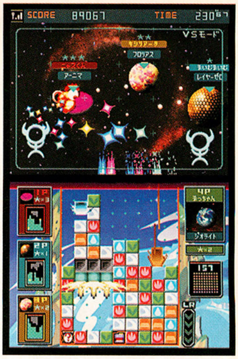
. . . in order to send them over to your opponent's field. The back-and-forth action, as you trace lines and toggle tiles, is extremely competitive.

BOMBERMAN'S MIC CONTROL



Aside from a little heavy breathing and yelling, no DS game has fully tapped into voice control. Bomberman DS, set for summer 2005, may have the first honors. Featuring 100 stages of solo play and eight-player wireless matches, the title will let gamers call out commands to Bomberman via the DS mic. Could be a blast, though we'll be keeping our voice down in public spaces.

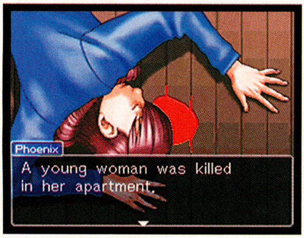
METEOS STARTS END OF WORLD



When Masahiro Sakurai, the creator of Kirby and Super Smash Bros., left HAL Laboratories in '03, gamers wondered what his first outside project would be. Meteos is his answer, and Bandai will bring the hotly anticipated action-puzzler—with its planet-smashing gameplay and four-player wireless multiplayer mode—to the US in the coming months.

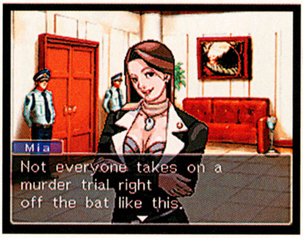
WE CAN'T OBJECT TO GYAKUTEN'S GAVEL ACTION

If you didn't spring for Sprung, perhaps you want higher stakes than love and honor from your tabloid text-selection games. How about law and order? Slated for summer release, Gyakuten Saiban will bring the courtroom series—which has included three Japan-exclusive GBA games—to North America at last. Continuing the series's tradition, you'll play a defense attorney in charge of saving wrongly accused clients from a guilty verdict. The legal adventure (if that's the right way to state the case for this potentially awesome subgenre) takes you from the crime scene to the courtroom for a test of wills and cross-examining prowess that can get ugly.



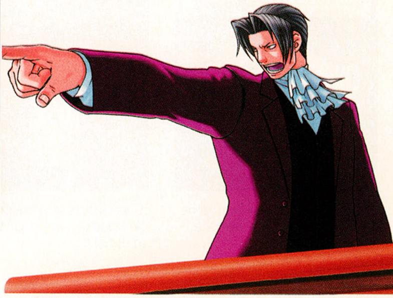
A young woman was killed in her apartment.

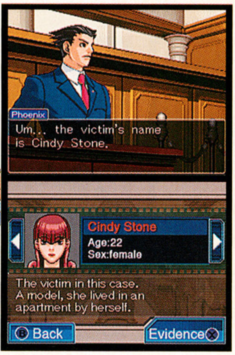
In the investigation phase, you'll survey the crime scene, interview witnesses and gather evidence as you prepare for your court case.



Not everyone takes on a murder trial right off the bat like this.

You'll then head into the trial phase, where you'll work with legal eagles and a young psychic to rescue your client from ruin.



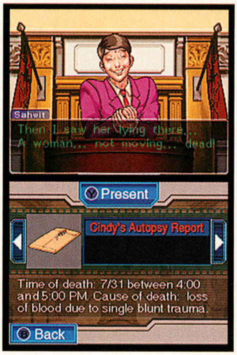


Um... the victim's name is Cindy Stone.

Age:22
Sex:female

The victim in this case. A model, she lived in an apartment by herself.

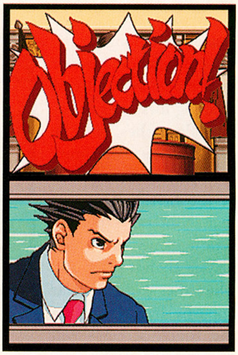
You'll play as Phoenix Wright, and you'll need to scrutinize every detail to back up Wright's reputation for sorting truth from lies.



Then I saw her lying there... A woman... not moving... dead!

Time of death: 7/31 between 4:00 and 5:00 PM. Cause of death: loss of blood due to single blunt trauma.

When you listen to testimonies and cross-examine witnesses, you'll need to press people on the stand to get the truth (or get your way).

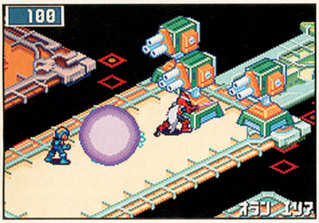


The game's style should draw in US anime fans. Will it make the case for DS text games? That will be decided in the court of public opinion.

SHOWER OF GBA TITLES HITS IN THE SPRING

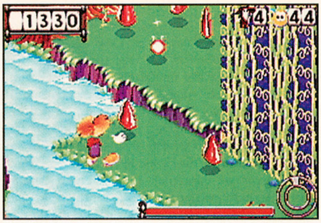
After a dry spell of GBA announcements, we've recently been deluged with news about titles headed for the one-screened wonder. The spring is filling up fast, including one Mega Man sequel that will slake the thirst of fans for *anything* starring the Blue Bomber, plus a new kind of budget title from THQ, which the publisher will roll out beyond its initial Spongeworthy offering. In December, Nintendo of America announced that it expected 125-plus GBA games in 2005—great to see the next wave on the way.

MEGA MAN BATTLE NETWORK 5: TEAM PROTOMAN/TEAM COLONEL



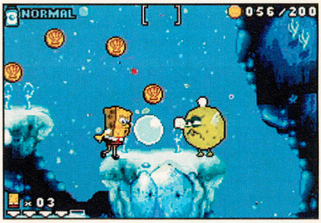
Along with foes and Battle Chips that are unique to each version, MMBN5 will debut territory-liberating gameplay. It's due from Capcom this spring.

RAYMAN: HOODLUM'S REVENGE



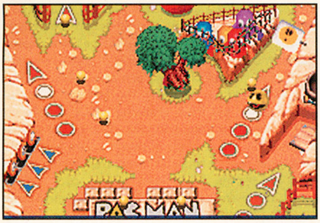
Rayman leaves side-scrollers behind for a beautiful, new isometric adventure due in March that's the direct sequel to the console game Rayman 3.

SPONGEBOB SQUAREPANTS DUAL PAK: SUPER-SPONGE & REVENGE OF THE FLYING DUTCHMAN



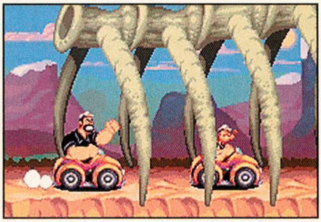
SpongeBob trumps Santa: he delivers yearly, plus he's funnier. THQ will release the '01 and '02 games in a two-in-one pak for $29.99 MSRP in March.

PAC-MAN PINBALL ADVANCE



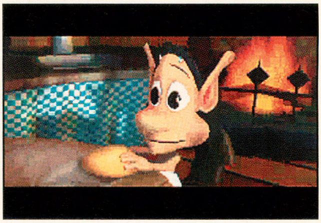
Who says you can't teach an old dog new tricks? Pac-Man's not only busting out of bounds on the DS, he's starring in his first pinball title come spring.

POPEYE: RUSH FOR SPINACH



The mad-dash genre hits the GBA in April when sailor-man Popeye and Co. race—on foot and via 12 more methods—for scurvy-preventing spinach.

HUGO: THE EVIL MIRROR & HUGO BUKKAZOOM



Hugo the TV Troll is a Denmark fave that Namco plans to bring to the US. Look for his adventure game (above) in April, then a kart racer in August.

QUICK HITS OF BIG NEWS

INDUSTRY INSIDERS CAST PAPER VOTE

Paper Mario: The Thousand-Year Door earned the title RPG of the Year at the Interactive Achievement Awards in early February, held by the Academy of Interactive Arts & Sciences. Among the other best-of-2004 winners: Super Mario 64 DS (wireless category), Donkey Konga (family-game category) and Metroid: Zero Mission (handheld-gaming category).

THQ'S PLAN OF ATTACK FOR SUPERFANS

The franchise-friendly publisher has pinned down a huge slate of Nickelodeon-related releases for this fall. Hang onto your attention spans: a new SpongeBob title (GCN, DS and GBA); Tak 3 (GCN, DS and GBA); Nicktoons (GCN, DS and GBA); a new game in The Fairly OddParents! series (GBA); a debut title for Nickelodeon's Danny Phantom series (GBA); and—believe it or not—a game spinoff from the channel's everGirl clothing line (GBA). THQ also has a game version of Paramount/Nickelodeon's *Barnyard* CGI flick in the works for release this year, in addition to a second video game based on Pixar/Disney's *The Incredibles* scheduled for the fall (GCN, DS and GBA), and Scooby-Doo! Unmasked (GCN, DS and GBA), based on Warner Bros. eternally goofy dog 'toon, planned for September.

TEENAGE MUTANT NINJA TURTLE ALERT!

It's been quite some time since a great melee title gave US gamers a fresh smash. TMNT Mutant Melee may be the next, and Konami's got it scheduled to kick down the Nintendo GameCube's door in March. The reptilian ninjas and their nemesis, Shredder, rank among the game's 20 TMNT characters. You'll be able to play in solo Adventure mode or take on up to three players in a free-for-all Melee Match.

SHREK TO SMASH ON DUAL SCREENS

While Nintendo's Jump Superstars will be the first DS melee game in Japan, Shrek SuperSlam may be the first to brawl on the DS in the US. Also slated for the GCN and GBA, Shrek SuperSlam will pack in 20 characters like ogress Fiona and nasty-ass Donkey in destructible environments. Activision will publish the fractured-fairytale fighter this fall.

FROGGER STRETCHES THE DS'S LEGS

Konami has revealed that Frogger Helmet Havoc will spring onto the Nintendo DS this fall. The 3-D "hop and dodge" platformer will feature 30 levels of solo adventuring and utilize the DS's wireless capabilities for four-player sessions. Classic Frogger addicts, rejoice: the 1981 original will be an unlockable extra.

DRAGON BOOSTER GOES WIRELESS

Racing dragons has long been on fantasy fans' short list of most-wanted-in-real-life scenarios, and Konami's Dragon Booster game—based on the animated series on ABC Family and Toon Disney—will bring the dream to life on the Nintendo DS this fall. You'll be able to capture, breed and collect up to 12 dragons, then race and trade them over the DS's wireless connection.

SPLINTER CELL SPREADS CHAOS TO KOREA

The Tom Clancy's Splinter Cell series has honed stealth-action gaming, and its third installment, Chaos Theory, will sharpen the series to a razor-fine edge on March 31 with its refined graphics and gameplay. NP interrogated Ubisoft creative director, scriptwriter and lead level designer Clint Hocking to bring Chaos Theory's details to light.

Nintendo Power: Chaos Theory is set in 2007. What are the storytelling advantages to placing a plot in the near future?

Clint Hocking: The advantages of setting the game in the near (but not too near) future are that you can create a believable backstory that the player can imagine is an extension of events that are taking place today. Much of Chaos Theory has to do with potential conflict in Korea. This is something that—especially with current events in the Middle East—has probably been left on the political backburner for too long. From 2001 to today, there has been a great need to strengthen diplomatic relations in that region of the world, and by neglecting this we are potentially risking a great deal. Our story, then, is able to assume that the world in 2007 will be a different place because of this diplomatic neglect, and that we will need to deal with that in the near future. It's a believable repercussion of the decisions that we have made today.

NP: Because of the near-future setting, the game makes use of several prototype weapons. How do they differ from weapons that are commonly used in the military today?

CH: The bulk of the game's weapons and equipment are identical to those used by the military today. At the same time, some of the gadgets and tools are currently being prototyped by governments and developed for field use in the very near future. Our versions of these prototype devices are as realistic and believable as we can make them, but the fact is that much of these things are secret, and their capabilities only hinted at. Splinter Cell deemphasizes combat and lethal weapons, and has a heavy focus on what is referred to as LTL (Less-Than-Lethal) technology. Items like the Sticky Shocker and Ring Airfoil Projectile are real, and available today. Other items, like the Sticky Camera, are fictional, but certainly something that could be constructed using current technology if there was a need. It's even possible that these things exist and are being used, but that they are kept secret by the world's intelligence agencies.

NP: What does the subtitle Chaos Theory refer to?

CH: Chaos Theory is a fairly new and advanced concept from the physical sciences that means that events or systems are sensitively dependent on initial conditions. It means that very small, local events can have very large repercussions over time. It's this theory that gives us the notion of the Butterfly Effect: that a butterfly beating its wings in Japan can lead to a hurricane in Florida.

In terms of gameplay, Chaos Theory really comes down to meaningful choices. If the player has a choice between picking a lock, or breaking it open with his knife, well, that's a very small, or low-level action. But take a look at the following chain of events:

Imagine Sam picks the lock, sneaks past a guard in the room, steals the secret files, and escapes—well, maybe the world is saved.

But imagine, on the other hand, that he breaks the lock, knocks out the guard in the room and turns out the lights before stealing the files. Now, a passing guard sees that broken lock, and he becomes suspicious. He enters the room he otherwise would not have entered, turns on the lights and finds another guard unconscious. He wakes him up, and the guard tells him what happened. They raise an alarm.

Now Sam has the secret files, and he's on his way to extraction, but the guards know there's an intruder and they're looking for him.

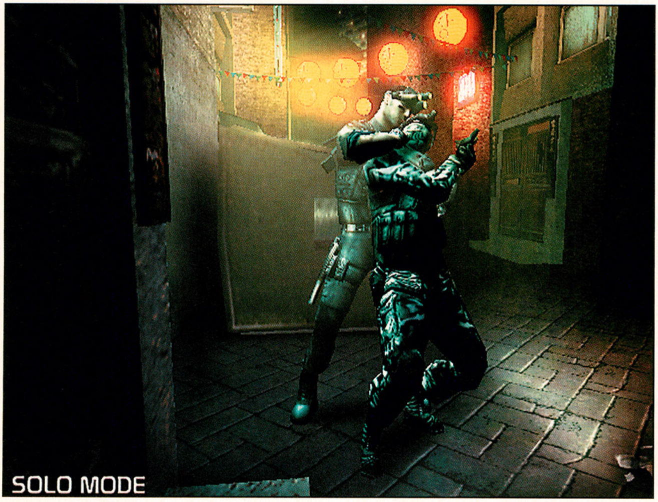
Every event can be traced backwards to that one initial decision to break the lock, and now we're in a very different world from the one in which he elected to pick it. It's a responsive world. It's a world where information travels. It's a world of interconnected systems where small local actions can have large repercussions over time.

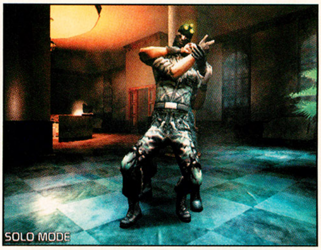
NP: The Nintendo GameCube version features a stealth maneuver that has Fisher emerging from water to surprise enemies. Are there any other environment-specific moves in the game?

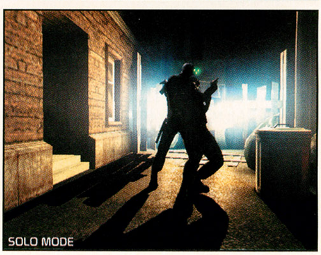
CH: Many of the game's moves are linked to the environment. We looked really hard at all of the cool moves Sam can do, as well as the huge variety of hand-to-hand attacks and grapples he can perform, and then tried to find ways to ensure he would attack or grab from as many environmentally linked positions as possible. Aside from the water-stealth kill, we've added several new moves, including the inverted neck grab and the inverted neck snap for when Sam is hanging from an overhead pipe—lethal and nonlethal variants of the same move. We also added the ledge grab, which allows Sam to pull enemies off of balconies or catwalks while hanging from a ledge. Grabbing enemies through Japanese paper walls is fun, too.

NP: What types of challenges did you face in implementing Chaos Theory's cooperative multiplayer missions?

CH: Many. The co-op is a really unique game mode that's never been done in this way before. What was critically important to us was that the two players feel very strongly connected to each other physically. This is a feeling you cannot get when your game avatar is merely the barrel of a gun hovering in the foreground of the screen as in a first-person game. By again examining the feelings that the player would get from grabbing NPCs, picking up and hiding their bodies, forcing them to use retinal scanners . . . those kinds of things . . . we were able to extend those principles to create a whole range of co-op moves. Aside from looking cool, it feels great. Two players really feel like they are physically touching one another when they complete a co-op move. When your character reaches out his hand and the other player's character grabs it, it almost feels like you're doing it for real. It's the ultimate experience of connecting through a game.







GAME WATCH FORECAST

NINTENDO GAMECUBE

- ADVANCE WARS: UNDER FIRE
- BARNYARD
- BATMAN BEGINS
- CHICKEN LITTLE
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- CONAN: THE DARK AXE
- DEXTER'S LABORATORY
- DIGIMON WORLD 4
- DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
- DONKEY KONG JUNGLE BEAT
- DONKEY KONGA 2
- DRAGON BALL Z: SAGAS
- FIFA STREET
- FIGHT NIGHT: ROUND 2
- FIRE EMBLEM*
- FROGGER
- FUNKYDILLA
- GEIST
- THE INCREDIBLE HULK
- KILLER 7
- THE LEGEND OF ZELDA*
- MADAGASCAR
- MEDAL OF HONOR: DOGS OF WAR
- MINI-GOLF MAYHEM
- MOBILE SUIT GUNDAM
- MORTAL KOMBAT: DECEPTION
- THE MOVIES
- MVP BASEBALL 2005
- NICKTOONS*
- ODAMA
- ONE PIECE: TREASURE BATTLE
- PILLAGE
- ROCKET POWER: ZERO GRAVITY ZONE
- ROOM ZOOM
- SCOOBY-DOO! UNMASKED
- SHREK SUPERSLAM
- SPIDER-MAN 3
- SPONGEBOB SQUAREPANTS*
- STARCRAFT: GHOST
- TAK 3
- TEN PIN ALLEY 2
- TIMESPLITTERS: FUTURE PERFECT
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TMNT MUTANT MELEE
- TOM CLANCY'S GHOST RECON 2
- TOM CLANCY'S SPLINTER CELL: CHAOS THEORY
- X-MEN LEGENDS 2*
- WORLD CHAMPIONSHIP POKER
- WORLD CHAMPIONSHIP POOL 2004
- WORMS FORTS: UNDER SIEGE!

GAME BOY ADVANCE

- AERIAL ACES
- BACKYARD BASEBALL
- BARNYARD
- BATMAN BEGINS
- BEJEWELED
- CHICKEN LITTLE
- CT SPECIAL FORCES 3: BIOTERROR
- CUSTOM ROBO GX
- DANNY PHANTOM*
- DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
- DK: KING OF SWING
- DRAGON BALL Z: TRANSFORMATION
- EVERGIRL*
- THE FAIRLY ODDPARENTS!*
- FAMISTA ADVANCE
- FIRE EMBLEM: THE SACRED STONES
- HAMTARO: RAINBOW RESCUE
- HARDCORE POOL
- HUGO BUKKAZOOM
- HUGO: THE EVIL MIRROR
- I-NINJA
- JUKA AND THE MONOPHONIC MENACE
- LADY SIA II
- LEGO STAR WARS
- MADAGASCAR
- MARIO PARTY ADVANCE
- MEGA MAN ANNIVERSARY COLLECTION
- MEGA MAN BATTLE NETWORK 5: TEAM PROTOMAN/TEAM COLONEL
- MICKEY'S MAGICAL QUEST 3
- MR. DRILLER 2
- NICKTOONS*
- ONE PIECE: GRAND BATTLE
- PAC-MAN PINBALL ADVANCE
- PAYBACK
- PIRATE BATTLE
- POKéMON EMERALD
- POPEYE: RUSH FOR SPINACH
- RADIUM
- RAVE MASTER: SPECIAL ATTACK FORCE
- RAYMAN: HOODLUM'S REVENGE
- RIVER KING
- SANTA CLAUS SAVES THE EARTH
- SCOOBY-DOO! UNMASKED
- SCURGE: HIVE
- SHAMAN KING: LEGACY OF SPIRITS—SOARING HAWK/SPRINTING WOLF
- SHREK SUPERSLAM
- SIGMA STAR SAGA
- SPEED BALL 2: BRUTAL DELUXE
- SPONGEBOB SQUAREPANTS*
- *STAR WARS* EPISODE III: REVENGE OF THE SITH
- TAK 3
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS: THE PUMPKIN KING
- TINY TOON ADVENTURES: SCARY DREAMS
- TOKYO XTREME RACER ADVANCE
- ULTMATE POCKET GAMES
- ULTIMATE TABLE GAMES
- WARIOWARE: TWISTED!
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XYANIDE

NINTENDO DS

- ADVANCE WARS DS*
- AIR ASSAULT 2
- ANIMAL CROSSING DS*
- ANOTHER*
- BARNYARD
- BOKTAI*
- BOMBERMAN DS*
- BRAIN TWISTING GAME VOL. 1*
- CADUCEUS
- CASTLEVANIA*
- CHORO-Q DS
- DRAGON BALL Z
- DRAGON BOOSTER
- DRAGON QUEST MONSTERS*
- DYNASTY WARRIORS*
- EGG MONSTER HEROES
- FINAL FANTASY III
- FINAL FANTASY: CRYSTAL CHRONICLES*
- FROGGER: HELMET HAVOC
- FUSHIGI NO DUNGEON
- THE GAME OF LIFE DS
- GOLDENEYE
- GYAKUTEN SAIBAN
- HARVEST MOON FOR DS*
- HISTORICAL SIMULATION GAME*
- THE INCREDIBLES
- INTERN TENDO DOKUTA
- JAM WITH THE BAND*
- JOHNNY ROCKETFINGERS
- LEGEND OF THE RIVER KING*
- THE LEGEND OF ZELDA: FOUR SWORDS*
- LOST IN BLUE
- MADAGASCAR
- MAH-JONG*
- MARIO KART DS*
- MEGA MAN BATTLE NETWORK
- METEOS
- METROID PRIME HUNTERS
- MINNA NO MAHJONG*
- MOBILE SUIT GUNDAM SEED
- MONSTER RANCHER
- MOONLIGHT FABLES*
- NANOSTRAY
- NEED FOR SPEED UNDERGROUND 2
- NEW SUPER MARIO BROS.*
- NICKTOONS*
- NINTENDOGS*
- ONE PIECE
- ORGANIZER PLUS
- PAC 'N ROLL*
- PAC-PIX
- POKéMON DASH
- POLARIUM
- RACE GAME*
- RAYMAN DS
- RETRO ATARI CLASSICS
- SCOOBY-DOO! UNMASKED
- SECRET OF MANA*
- SHIN MEGAMI TENSEI DS
- SHREK SUPERSLAM
- SLIME MORIMORI DRAGON QUEST*
- SNOWBOARD KIDS DS
- SONIC DS*
- SPONGEBOB SQUAREPANTS*
- *STAR WARS* EPISODE III: REVENGE OF THE SITH
- TAK 3
- ULTIMATE BRAIN GAMES
- ULTIMATE CARD GAMES
- ULTIMATE POCKET GAMES
- URUSEIYATSURA
- VANDAL HEARTS*
- VIEWTIFUL JOE
- WINX*
- WORLD SOCCER WINNING ELEVEN*
- YOSHI TOUCH & GO
- YU-GI-OH!: NIGHTMARE TROUBADOUR
- ZOO TYCOON

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

* WORKING TITLE

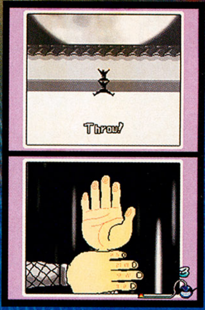
POWER CHARTS.190

Nintendo DS

We've gotten our hands on a few addictive new DS titles, but Wario's bizarre antics remain our favorite. You get to chop flying slabs of meat in half, and as Chris Shepperd can tell you, it just doesn't get any better than that.

	PLAYER'S CHOICE* NINTENDO DS	PRIOR POSITION	MONTHS ON CHART
1	WARIOWARE: TOUCHED!	1	2
2	RETRO ATARI CLASSICS	•	1
3	POLARIUM	•	1
4	YOSHI TOUCH & GO	•	1
5	FEEL THE MAGIC: XY/XX	2	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.



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Nintendo GameCube

If we don't see Resident Evil 4 at the top of the sales chart next month, we're going to send one of those chainsaw guys to each and every one of your homes. We just want to make sure we understand each other.

	TOP-SELLING GAMES* NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	MARIO PARTY 6	•	1
2	METROID PRIME 2 ECHOES	1	2
3	PAPER MARIO: THE THOUSAND-YEAR DOOR	2	3
4	MARIO POWER TENNIS	3	2
5	THE SPONGEBOB SQUAREPANTS MOVIE	6	2
6	THE INCREDIBLES	4	2
7	NEED FOR SPEED: UNDERGROUND 2	8	2
8	SUPER SMASH BROS. MELEE	•	35
9	SUPER MARIO SUNSHINE	9	21
10	MADDEN NFL 2005	10	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	RESIDENT EVIL 4	1	3
2	KILLER 7	•	1
3	TIMESPLITTERS: FUTURE PERFECT	9	2
4	DONKEY KONG JUNGLE BEAT	3	2
5	FIGHT NIGHT: ROUND 2	•	1
6	METROID PRIME 2 ECHOES	2	5
7	PRINCE OF PERSIA: WARRIOR WITHIN	4	3
8	NBA STREET V3	•	1
9	SECOND SIGHT	7	6
10	VIEWTIFUL JOE 2	5	5

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

	MOST WANTED	PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	1	6
2	ADVANCE WARS DS	NDS	3	3
3	CASTLEVANIA	NDS	•	1
4	ANOTHER	NDS	•	1
5	METROID PRIME HUNTERS	NDS	•	1

KEY:
- NINTENDO GAMECUBE
- GAME BOY ADVANCE
- NINTENDO DS

Game Boy

What happens when the worlds of Square Enix and Disney collide? You get a blockbuster that sells well over half a million copies. Its reign at the top may be short-lived, however, with a new Zelda title due to appear on the sales chart next month.

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	KINGDOM HEARTS: CHAIN OF MEMORIES	•	1
2	THE INCREDIBLES	1	2
3	THE SPONGEBOB SQUAREPANTS MOVIE	4	2
4	DONKEY KONG COUNTRY 2	•	1
5	POKéMON FIRERED	3	4
6	FINAL FANTASY I & II: DAWN OF SOULS	•	1
7	POKéMON LEAFGREEN	2	4
8	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	•	14
9	KIRBY AND THE AMAZING MIRROR	8	3
10	NAMCO MUSEUM	6	13

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

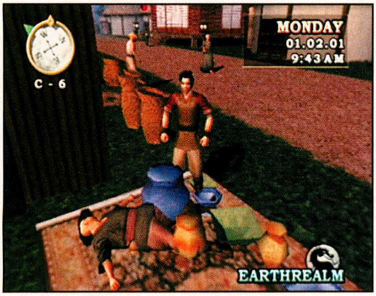
		PRIOR POSITION	MONTHS ON CHART
1	KLONOA 2: DREAM CHAMP TOURNAMENT	8	4
2	THE LEGEND OF ZELDA: THE MINISH CAP	1	4
3	WARIOWARE: TWISTED!	7	2
4	METAL SLUG ADVANCE	2	3
5	ASTRO BOY: OMEGA FACTOR	•	6
6	RACING GEARS ADVANCE	6	3
7	FINAL FANTASY I & II: DAWN OF SOULS	3	5
8	FIRE EMBLEM: THE SACRED STONES	•	1
9	KINGDOM HEARTS: CHAIN OF MEMORIES	4	5
10	BANJO PILOT	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

OK TO PLAY?
CHECK THE RATINGS ON EVERY VIDEO GAME BOX
ON FRONT
ON BACK
ESRB
Entertainment Software Rating Board
WWW.ESRB.ORG
EARLY CHILDHOOD
EVERYONE
TEEN
MATURE 17+
ADULTS ONLY 18+
CONTENT RATED BY ESRB
VIDEO GAME
EVERYONE
Comic Mischief
Mild Lyrics
ESRB CONTENT RATING
www.esrb.org

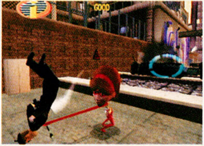
SCREEN TEST

We've just been declared World's Funniest Captioners by the band Sleepy Joe and the Prozacs. If you want props from Joe as well, send your lines to poweron@nintendopower.com.



You'll be floored by our low, low prices!

YOUR SCREEN TEST CAPTIONS



We said: My huge head and giant arm will make short work of you!

When steroids fail. *—SirDanFortesque*

This is your punishment for using those weird NBA Jam codes on me! *—ClessAileron*

Hurrah! Street performers! *—Andrew P.*

When a superhero asks you for loose change, be sure to fork it over. *—Ref.Fred*

Limbo gone wrong. *—Tim C.*

Those disco years were just training for the crime fighting ahead. *—Kyle C.*

Ugh, I knew zee French tango was a bad idea . . . *—Baronlives*

Elastigirl couldn't come in today, so we hired Imperfect Elastigirl to kick the living daylights out of you. *—Hdh355*

This is not the kind of plastic surgery I wanted! *—Green_Yoshi*

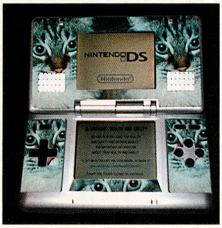
50 guards and 49 misses later, Mrs. Incredible finally threw something through the large blue ring. *—Rubert L.*

The bobbleheads are attacking! The bobbleheads are . . . ack! *—Dobie T.*

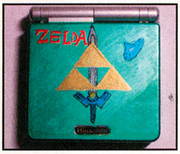
The world watched as Elastigirl dueled the police captain for mastery of the cheerleading universe. *—Nick F.*

STYLIN'!

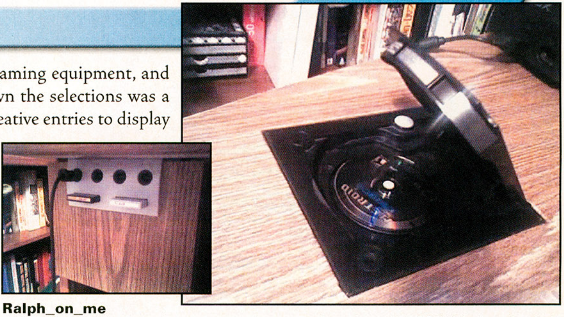
In volume 188, we asked you to send in your decorated gaming equipment, and the response was overwhelming. The fight to narrow down the selections was a bloody one indeed, but we picked a handful of the most creative entries to display in all their glory.



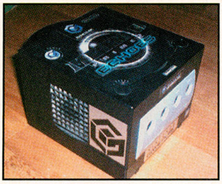
Petzbunny
Cats + DS = cool. And kinda scary.



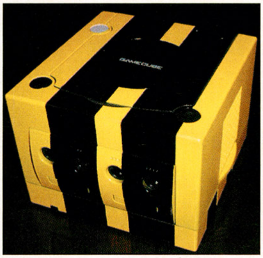
Melodie Y.
We especially dig the ocarina.



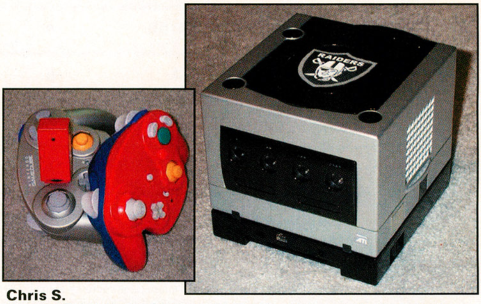
Ralph_on_me
This unfortunately-named guy was out of space, so he mounted his GCN right into the desk.



Jeremy G.
Wonder what game he likes?



Brittney H.
It's either *Kill Bill* or a bumblebee fetish.



Chris S.
We got a Raider Nation GCN and a Mario Wavebird—now that's random!

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The Greater it Gets.

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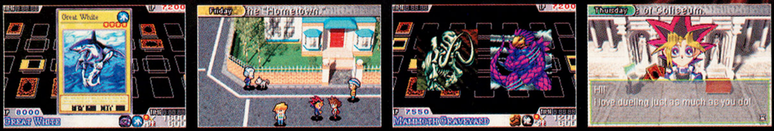
World Championship Tournament 2005


Great White
8000
GREAT WHITE
Friday
the "Hometown"
7550
MAMMOTH GRAVEYARD
Thursday
of Coliseum
Hi!
I love dueling just as much as you do!

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killer7™
"It is my firm belief that video games are the most challenging form of artistic media we know."
-SUDA 51, Director, Killer 7
MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence
Strong Language
Sexual Themes

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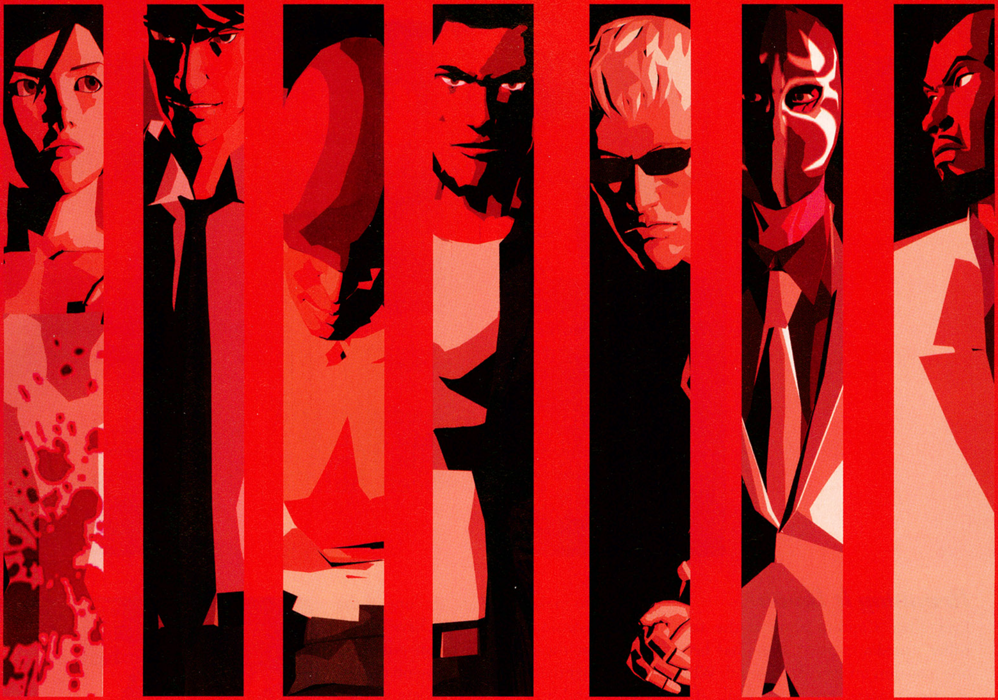


Clear your mind of everything you think you know about video games. Forget the clichéd storylines. Forget the profit-driven sequels that never take a risk. Forget the dozens upon dozens of titles that you've played over the years, enjoyed and then quickly let drop from your memory.

A new dawn is rising.

We are about to experience an event so radical that it may well change the very way people think about video games. Decades from now, when critics like us and players like you sit around the table and talk about our hobby, we are going to do so with a new frame of reference: Before Killer 7 and After Killer 7. And the reason for this is very simple:

Playing Killer 7 is unlike anything you have ever done before.

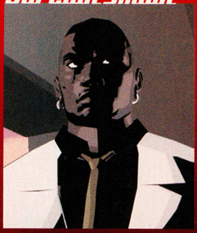
That isn't a statement that we make lightly, and we're not tossing it out there just to get your attention. Killer 7 is groundbreaking and revolutionary in almost every way. It will frustrate you. It will intrigue you. It will challenge your very notions of what a game can do, and even what it *should* do. It is, in essence, the very first video game art film, and it attempts things that no one else has ever dared. Does it succeed?

Perhaps, in the end, that will be for history to decide.

The 7

Known alternately as the Smith Syndicate, the Smith Alliance and the Killer 7, the personalities of Harman Smith are a diverse and mysterious group—and learning how to use them is one of the game's key challenges. In early versions of the game you could change personalities only by accessing a television, but now you can switch at any time. That freedom, combined with the ability to level up your characters in four different skills, gives you a host of ways to approach any situation.

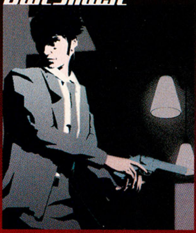
Garcian Smith



Weapon: Silenced pistol
Ability: Reviving others

"Look, I'm a cleaner. I can feel no remorse when seeing a dead body."

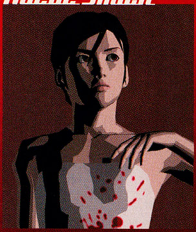
Dan Smith



Weapon: Revolver
Ability: Collateral shot

"Jeez, you still are an ugly fella. How's it been, huh?"

Kaede Smith



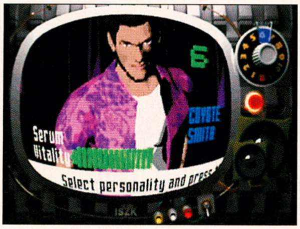
Weapon: Scoped pistol
Ability: Breaking barriers

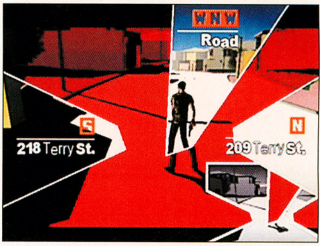
"I changed my makeup. Did you notice?"

Breaking It Down

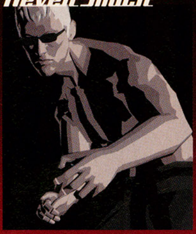
Ever since Capcom showed the first Killer 7 media in 2003, there has been one question on everyone's mind: What exactly is going on here? Well, after playing a preview build of the game for weeks and discussing it endlessly among the staff, Nintendo Power finally has some answers. Not all of the answers, mind you—the game is so crazy that we're still not sure we understand everything, and of course we don't want to give away spoilers months before the launch—but you'll certainly have a better grasp of the game once you finish reading this article.

We'll start with the basics. The bulk of the gameplay consists of running around locations, shooting monsters and solving puzzles. Movement is accomplished with the A Button. You press it to make the character (one of the seven assassins) run. People have speculated that the game moves on rails, and that's essentially true. You have no camera control and little choice in where you go, but you can backtrack or occasionally take a different route. When you reach a fork in the road, for example, you choose your desired path with the Control Stick and keep running. When an enemy approaches, you switch to a first-person





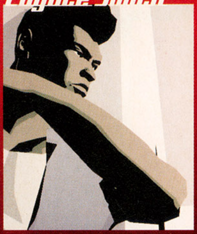
Keven Smith



Weapon: Knives
Ability: Turning invisible

"…"

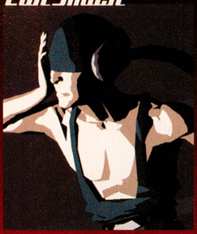
Coyote Smith



Weapon: Modified pistol
Ability: Picking locks

"I have to do this or the anger inside won't go away."

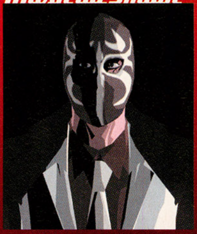
Con Smith



Weapon: Full-auto pistols
Ability: Super speed

"La-ter. Peace!"

Mask de Smith



Weapon: Grenades
Ability: Wrestling moves

"I'm not a monster. It's only a mask."

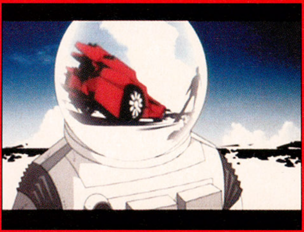
perspective and take out your weapon by holding the R Button. Pressing B will let you lock on to the enemy, and tapping A will let you fire. If an enemy gets too close, it will explode and cause a significant amount of damage, or even kill you outright. If Garcian is eliminated, the game ends and you must restart from your last save point. If anyone else falls, he or she can be rescued and brought back to life by Garcian.

And then there are the puzzles. If you thought the ones in Resident Evil games were interesting, wait until you try your hand at these. Whether you're listening to audio clues from a handheld tape recorder or shoving a tanker truck to reveal a disembodied head (yup) with a ring inside, you'll constantly be scratching your head. The reward for solving most puzzles is a piece of Odd Molding—which is just what it sounds like. Molding. In an odd shape. You can then use the molding as solutions to additional puzzles. The aforementioned rings (which have names like Fire Ring, Water Ring, Stamina Ring and Time Ring) can be used to solve puzzles, and they sometimes prove helpful in other ways.

But breaking down the gameplay doesn't really do justice to Killer 7, because it ignores two of the most compelling reasons to play the title—story and mood.

Astounding Anime

The stylish look of Killer 7 isn't limited to its cel-shaded graphics. The game also features almost 20 minutes of high-quality anime. And we're not talking about an intro à la Baten Kaitos—the anime in Killer 7 is integral to the story. The sequences in chapters two and five (titled Setting Sun and Body Double) were directed by Habara Hobuyoshi of XEBEC Studios—which has worked on a number of productions, including the D.N. Angel series. The sequences in chapter three (titled Cloud Man) were directed by Ben Hibbon of Unit 9— a British firm that has won multiple awards in the fields of animation and Web design.



An Interview with Suda 51

SUDA 51, the director of Killer 7, has made a name for himself in Japan by creating involving games with a distinct style. He sat down with Nintendo Power to talk personalities, art and all things Killer.

NP: Tell us a bit about yourself.
SUDA 51: I am the president of Grasshopper Manufacture Inc., and also work as a director and scriptwriter. I was born in Nagano, Japan, home of the 1998 Winter Olympics. This is my 15th year in the game development business. The main projects I worked on have been The Silver (PlayStation) and Flower, Sun and Rain (PlayStation 2). I am the director of Killer 7 and this is my first directorial project to be released in the US and Europe.

We find ourselves comparing Killer 7 to films such as Takashi Miike's *Audition* or David Lynch's *Mulholland Dr.* Did you set out to make it such a bizarre experience, or did the strangeness evolve during the design process?
I made Killer 7 the same way I have made all my past projects. Grasshopper games are known for their unique stories and visual presentation, which is one of the main things we focused on with Killer 7. Actually it was my plan all along to give people an interesting experience *(laughs).* We always try to give our games a strong personality so they stand out in such a crowded market, but we don't want it to be bizarre just for the sake of being bizarre. I really respect Mr. Lynch and Miike-san as directors, so it's an extreme honor to be compared to them.

Can you give us a basic synopsis of the plot?
The Smith Alliance, led by Harman Smith, is a group of assassins hired by the government. Harman has seven split personalities at his disposal and utilizes them to complete their assignments as they go up against the Heaven Smiles unleashed by Kun Lan.

How did you develop the personalities?
This actually came up during a conversation with [the producer] Mikami-san. He really encouraged me to have fun making a game that does not have standard mass-market appeal, and this sort of freethinking environment is what made Killer 7 possible.

Killer 7 makes a lot of very bold political statements, which is highly unusual for a video game. Why did you do this?
I didn't get many instructions from Mikami-san, but one of them was that I make this project with the US market in mind. This was a brand-new challenge for me. But at the same time, I wanted to take this opportunity and carry on the same drive that was there from all of my previous projects.

Is there a lot of symbolic meaning in the game, or are players who find such meaning reading too deeply into it? (Heaven's Smile, for example, could represent any number of real-life terrorist organizations.)
Yes, there is a lot of symbolism to the game. I worked hard to make it so that in any single section or sequence of the game, the player could interpret things in any number of ways. But there are some intentional metaphors and unintentional coincidences mixed in together.

Are the Heaven Smiles people or monsters? Or something else?
The Heaven Smiles are people that Kun Lan makes into "violent followers." He implants tumors into his followers' internal organs and the aftereffects turn them into Heaven Smiles.

When does the game take place? Is it an alternate reality or just sometime in the future?
The Killer 7 world takes place in the near future of 2010.

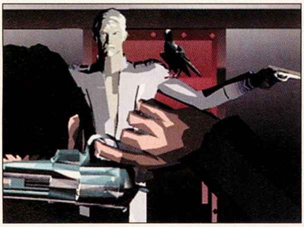
Some people have said that video games will be the dominant art form of this century. Do you agree? How does Killer 7 fit into that theory?
I'm very glad to hear such a positive, dynamic opinion. It is my firm belief that video games are the most challenging form of artistic media we know.
I feel that especially in America and Europe, the view of video games as an art form is increasing. Unfortunately, the interest level in video games as an art form is currently very low in Japan. I am looking forward to seeing how gamers react to Killer 7 once they've played it. It would be absolutely great if it became the leader of a new "movement" of games being viewed as an art form.

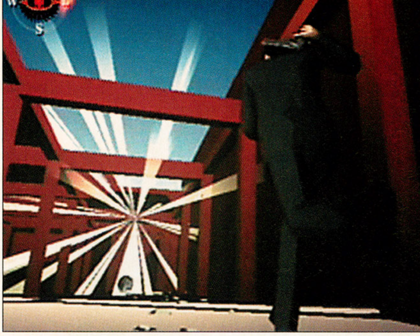
To all the readers of Nintendo Power, I thank you for taking the time to read this article. Some of the questions were very hard to answer *(laughs)*, but they were all great questions. I hope to continue to make original and unique games unlike anything anyone's seen before. So I hope you continue to support us, Grasshopper and Capcom, in our future endeavors as well.

Uncomfortably Numb

Killer 7 is a game that sets a mood like never before, and it tackles some extremely disturbing subject matter. For that reason, chances are good that people who normally take little interest in video games will be talking about this title in the coming months, so let's get something out of the way right now: this is not a game for children. Not in any way, shape or form. In fact, it's probably not a game for some *adults*. It's extremely violent, often profane, and deals with such topics as sex, cults, kidnapping, political assassinations, black-market organ sales and full-scale war. If you expect video games to stay separate from the real world, you're going to be surprised. (For an in-depth breakdown of the game's story, check the sidebar on the next page.)

It's also a game that is going to challenge even the most hard-core gamers, because it's quite difficult to get a handle on it. We spent our first hour with the title getting lost, being killed and trying to figure out why the crazy dude in the red suit kept calling us Master (see the sidebar below). But the game is addictive, and soon we were running and shooting like old pros, completely immersed in the nonstop sensory overload. And speaking of the senses, we can't speak further about the game without mentioning those aspects. They are, in a word, Killer.





Sound and Fury

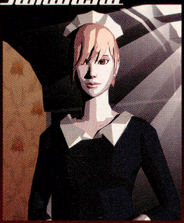
One of the ways Killer 7 turns gaming on its head is through the use of graphics and sound. The cel-shaded look immediately sets it apart from other titles, and the unconventional movement system lets the designers use a bevy of very cool camera angles. You would think that having the camera mounted at the character's feet while he or she runs past it would cause you to miss an approaching enemy, but the truth is that you can't see the enemies. They're invisible. (They actually create a faint shimmer, but it's quite difficult to see.) The only way to make monsters appear is to go into first-person mode and scan them with the L Button. This means that you rely almost completely on sound to know when you're in danger. When you come within range of a monster, it will emit a high-pitched cackle. It's a bit creepy, to say the least, and it makes Killer 7 a game that you must play with the sound turned up. The other aural experiences are equally strange. When you come across a puzzle that you're not ready to solve, you'll hear a burst of off-key, jangling jazz guitar. When you do solve a puzzle, you'll get the same noise but with the added effect of someone sliding his hand all the way up the fretboard. (You'll hear a lot of the sounds on nintendo.com in the coming months, so keep your ears open.)

High-pitched cackling? What kind of enemies are these? The answer lies in a smile.

Supporting Players

In addition to the seven personalities and the multiple Heaven Smiles, you will meet a host of other people during your missions. Samantha has a split-personality disorder of her own, changing from a mild-mannered nurse to a crude street punk in the blink of an eye. Iwazaru is a servant who appears often to offer you gameplay hints . . . such as they are. And Travis is a Remnant Psyche (a ghost) and the first person the Smith Syndicate ever eliminated—a fact that he never lets you forget.

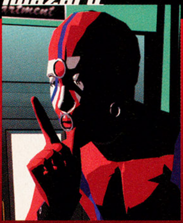
Samantha



Job: Harman's caretaker
Ability: Saving the game

"Oh, I didn't notice you there. No need to be so reserved."

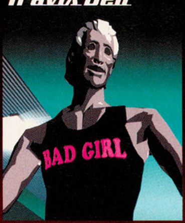
Iwazaru



Job: Harman's servant
Ability: Giving cryptic hints

"Master. We're in a tight spot! It's a world of sin!"

Travis Bell



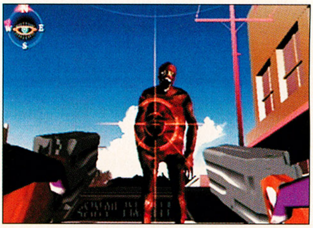
Job: Remnant Psyche
Ability: Talking endlessly

"Let's be honest here. You think I'm a pain in the ass, don't you?"

Fighting the Good Fight

Your foes in Killer 7 are members of a terrorist group called Heaven's Smile. The Heaven Smiles you meet in the first level are vaguely human (although purple), but they become more and more bizarre as the game progresses. Before the end, you'll have fought hulking Giant Smiles that are over 10 feet tall, round Spiral Smiles that slowly roll toward you while making a tinkling bell noise, and Mithril Smiles that wear a suit of armor. Each mission ends with a boss fight of some kind—everything from a one-on-one duel with a fellow hit man to a shootout with an impossibly fast, machine gun-wielding girl who perkily announces her presence before attempting to blow you away. But as the enemies get tougher, the Smith Syndicate rises to the challenge by upgrading their skills.

Each time you eliminate a Heaven Smile, you'll receive blood. (Yeah, we know . . . unpleasant.) You can then take the blood to a save point (called Harman's Room, though there are multiple ones in each level) and access a television channel called the Blood Room. There a doctor will put the blood into a machine that transforms it into serum, which you can use to upgrade the seven personalities. (The only exception to the level-gaining system is Garcian, who cannot upgrade his stats.) Each assassin is rated in four different categories, and as you upgrade you'll start to unlock new abilities such as Counter Attack, Head Lock-On and Enemy Slow.



The Plot (As We Understand It)

The year is 2010. In 1998, the major powers of the world signed a peace treaty that eliminated the specter of a large-scale war—leaving terrorism as the only remaining threat to world peace. In an effort to stop terrorism before it could start, air transportation was eliminated and massive freeways were constructed to connect the eastern and western sides of the world. All was going well until a terrorist group known as Heaven's Smile bombed a high-level UN meeting in 2003 and quickly gripped the world community with fear. In an effort to combat the faction, the United States government turned to the Smith Syndicate. Its job is to find Heaven's Smile, eliminate the group and restore peace and order to the world. But all is not as simple as it seems on the surface. Japan and the United States are involved in disagreements that could lead to one or both sides declaring war on the other. And as the relationship between the two countries deteriorates, the Smith Syndicate finds itself involved in a scheme that goes far beyond its initial assignment—and involves such characters as a radical religious leader named Andrei Ulmeyda and a popular comic-book writer named Trevor Pearlharbor. The power struggle between east and west, the true nature of the Killer 7 and even the fate of the free world will come into play before the end credits roll.

An Interview with Hiroyuki Kobayashi

Mr. Kobayashi is one of the most respected video game producers the world. He's worked on such series as Resident Evil, Dino Crisis and Devil May Cry, and his latest project is Killer 7 (Mr. Mikami of Resident Evil fame is his coproducer). We were pleased that he took a few minutes out of his busy schedule to speak with us.

NP: SUDA 51 is unknown here in North America. What can you tell us about him?
Mr. Kobayashi: He's a genius! I'm amazed where he comes up with all the ideas. He has a wide range of interests including combat sports and flowers.

Did you set out to make Killer 7 a bizarre experience?
We weren't aiming for that *per se*. It's more like Suda-san bringing the world he created in his mind to life and having it evolve into Killer 7.

Today's video game market is often driven by sequels and "safe" titles. How did you convince Capcom to take a chance on a game like this?
It came about because I wanted to do a game with a really deep or profound story, and have Mikami-san really involved with it. Then I met Suda-san, and things took off from there.

Much of Killer 7 doesn't make a lot of sense on the surface. Can you figure out the entire plot from playing the game, or are there aspects of the story that are purposely unsolvable?
Although the chapters in the game are more of a compilation rather than a start-to-end story, they are all connected in some way. When you make it to the end, the mysteries throughout the game become clear.

Can you give us a basic synopsis of the plot?
As the player, you control Harman Smith, a hit man with seven personalities. You will have to use all the personalities, their unique skills and weapons to go up against Kun Lan. It's a story of revenge and a deeply complicated past between two men.

How did you come up with the personalities?
We first had designs for the seven characters. Later, we changed the premise to an old man in a wheelchair who brings them all together, changing personalities at will.

Killer 7 throws a lot of basic video game conventions (such as movement and camera control) out the window. Why did you approach the game in such a different way?
It was Suda-san's idea. He felt it would be boring as a "conventional game."

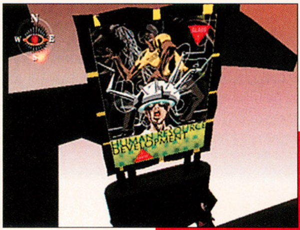
The game's cel-shaded art style is amazing. How did you decide to use such a look?

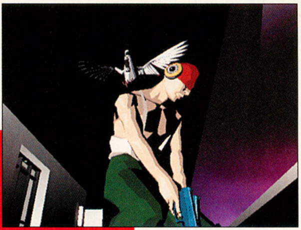
Suda-san had developed this art style for past titles, so I think Killer 7 is just a result of his effort into perfecting that style.

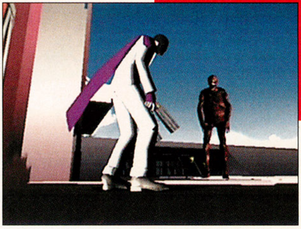
There is a gun called the Killer 7 in Resident Evil 4. Whose idea was that?
Mikami-san, the director of Resident Evil 4 and producer of Killer 7, did so when he decided on the names for the weapons for Resident Evil 4. It has no relation to any of the guns in Killer 7.

The Curtain Rises

It's rare to discover something that has the possibility to be engaging and divisive at once, but Killer 7 delivers. This is not a game that was developed by putting a bunch of marketers in a room and trying to figure out what the 18-24 demographic would enjoy. It is a unique, singular vision; and one that shows what you can do when designers and producers like Mr. Kobayashi, Mr. Mikami and SUDA 51 are allowed to run wild. This June, Nintendo GameCube owners can see their handiwork for themselves.







Madness, Mayhem and Microgames. Oh my!

You want innovation? You've got it by the handful in a pair of pocket-sized game collections from Nintendo's resident madman, Wario!

An endless grab bag of wigged-out wackiness, the WarioWare series is crossing its Ts this month and next with two new and totally original microgame collections. Touched! for the Nintendo DS and Twisted! for the GBA toss out a torrent of surprises and non sequiturs so rapidly that you'll forget to blink and breathe.

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WarioWare™ Touched!

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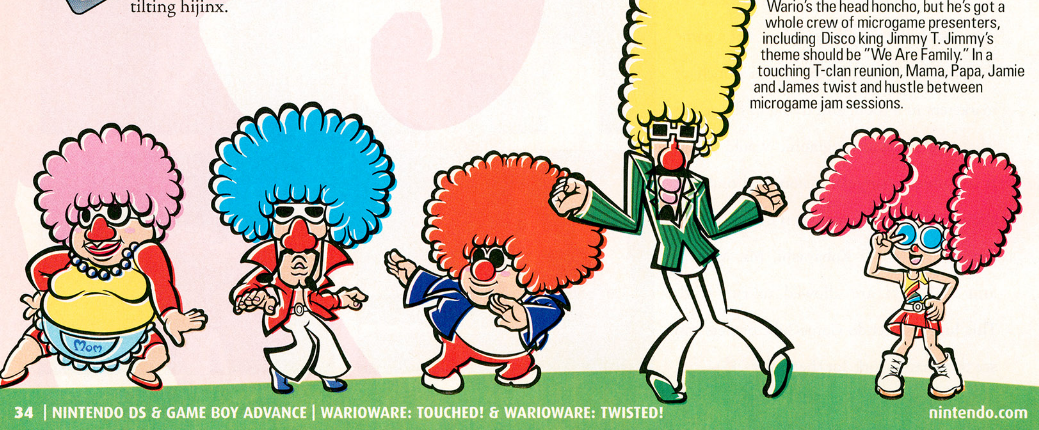
WarioWare™ TWISTED!

WarioWare: Touched! (out now) uses the DS's touch screen and microphone to make you interact intimately with its microgames.

WarioWare: Twisted!, out March 14th for the GBA, sets standard gameplay on its side with a built-in gyro sensor for turning, shaking and tilting hijinx.

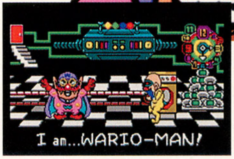
The Microgame Scene

Wario's the head honcho, but he's got a whole crew of microgame presenters, including Disco king Jimmy T. Jimmy's theme should be "We Are Family." In a touching T-clan reunion, Mama, Papa, Jamie and James twist and hustle between microgame jam sessions.



Touched, Twisted and Totally Bent

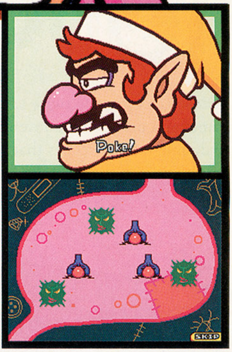
Touched! and Twisted! are different games, each with its own huge set of microgames and dozens of unlockable souvenirs, but they do have a few features in common, too. We'll explore the similarities before we look at the differences.



I am...WARIO-MAN!

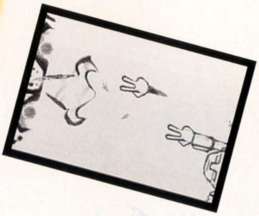
Cape Fear ▸

Wario as a superhero? Scary! His tranformation to Wario-Man is a big moment in both games.



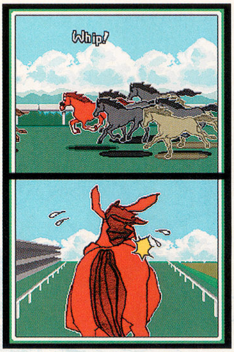
▴ Wario Inside and Out

The games that Wario and his alter ego host put the big man and his gastrointestinal system on display.



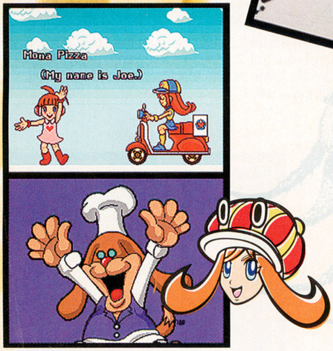
Nose News ▴

You can't deny the power of a good nose-picking joke. Touched! and Twisted! both have variations on WarioWare, Inc.: Mega Microgame$'s Gold Digger game.



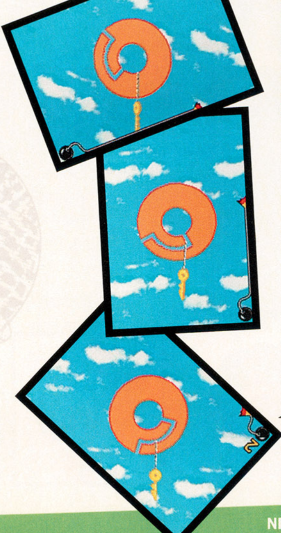
▴ Everything's Game

WarioWare is like a box of chocolates . . . or something. You really never know what you're going to get. One minute you're racing horses and the next you're drawing mustaches. Zany!



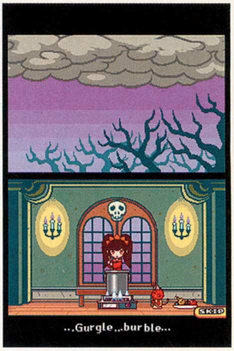
▴ Mona on the Move

Rocker, scooterist and pizza queen Mona offers a special Touched! souvenir when you insert both the Touched! and Twisted! paks into your DS—a commercial message for Mona Pizza.



Screen Gems ▸

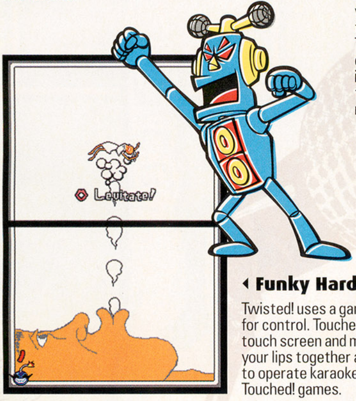
The action in Touched! spills out onto both DS screens. The games in Twisted! rotate on the GBA screen. As you perform the turning tasks in Twisted!, you'll often find your arms in knots. Straighten them out before the next challenge.



..Gurgle...burble...

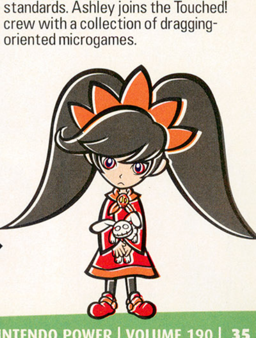
Character Collision ▴

Both games introduce new characters to go along with the WarioWare standards. Ashley joins the Touched! crew with a collection of dragging-oriented microgames.



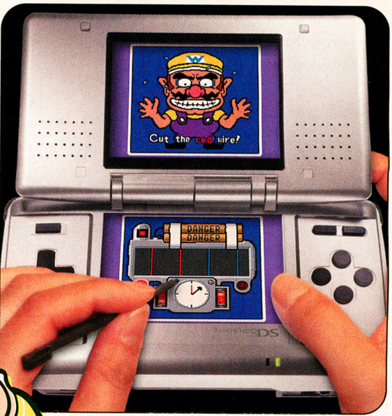
◂ Funky Hardware

Twisted! uses a game pak gyro sensor for control. Touched! uses the DS's touch screen and microphone. You'll put your lips together and blow into the DS to operate karaoke robot Mike's Touched! games.

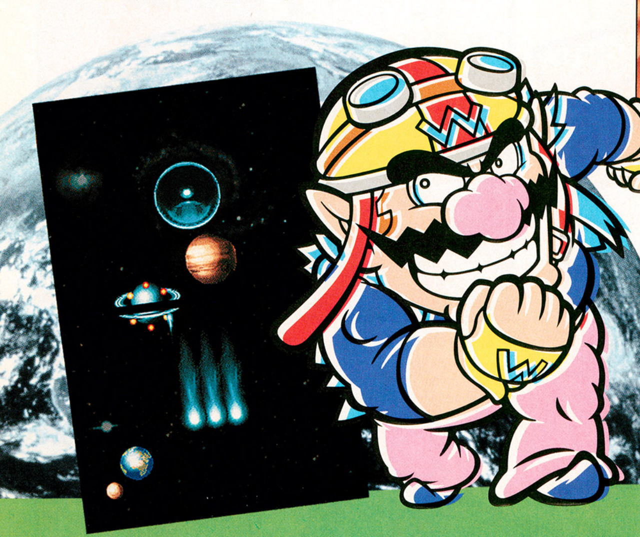


WarioWare™ Touched!

Two screens provide twice as much fun in Touched!, from microgames, boss games and unlockable souvenirs that are often too big to fit on a single screen to double-tall cut-scenes that play like kooky, cool cartoons. Some scenes even have their own theme songs, complete with vocals.



The pressure's on and the stakes are high, but you are in control. Touched!'s microgames make use of the DS's lower screen touch sensitivity for a tactile gaming experience.



We know you're wondering, cuz so were we. . . .

Who makes this crazy stuff!?

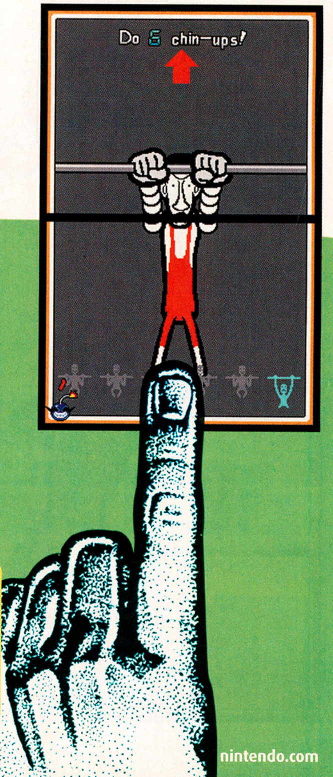
The WarioWare titles are products of imaginations run amok. Who would make a game with activities that include patting a dog's head, squirting ketchup on corn dogs and hot-dogging on the ski slopes? We interfaced with WarioWare team leaders Yoshio Sakamoto, Goro Abe, Ryuichi Nakata and Ko Takeuchi in a recent video conference call to find out. After a few starts and stops, and cultural missteps, we got some straight answers.

YOSHIO SAKAMOTO

GORO ABE

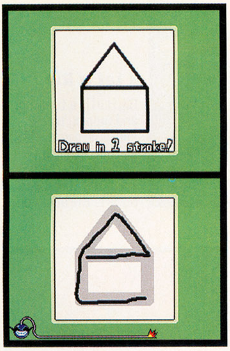
RYUICHI NAKATA

KO TAKEUCHI


Do 6 chin-ups!

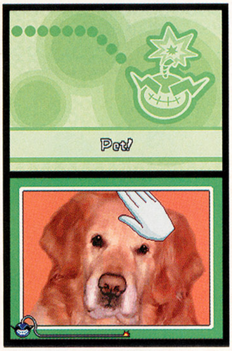
Touching Is Good

If you played through 2003's original WarioWare title, you scratched Wario's back using a Control Pad-triggered back rake. In Touched!, you can perform the same task by simply scratching the screen. Other games have you rubbing and dragging items, and drawing lines. It's a brave new control scheme.



▲ Stroke of Genius

In One-Liner, you trace an image using a single unbroken line. The trick is in picking the right place to start.

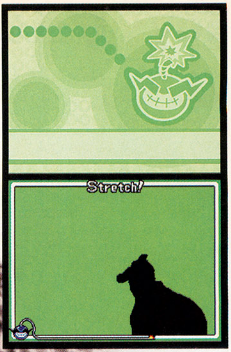


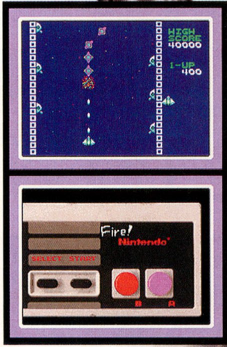
▲ Helping Hand

In three variations of the Pet Petter game, your onscreen hand comforts a dog, makes a cat fall asleep and hatches an egg.

The Long and Short of it ▸

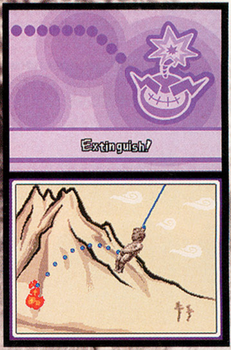
Compressed animal silhouettes wait for your handiwork in Zoooooooo. You stretch the right body part to make the creature show itself.





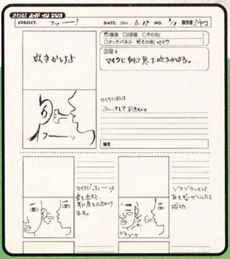
▲ Fired Up

Old-school Nintendo fiend 9-Volt's Button Masher displays an NES controller on the touch screen. You interface with the fire button.



▲ Swing Fling

A fountain hangs from a rope in Chance of Showers. By adjusting its swing, you can put out a fire.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吹きかけよ
マイクに向けて息を吹きかける。
マイクに向けて ふーってして下さい。
フーーッ

The WarioWare teams assembled storyboards for each microgame, such as this one for Touched!'s Sweet Nothings.

NP: How did the WarioWare series begin?

ABE: There was a game that was released only in Japan that was called Polygon Studio for the 64 DD system. There's a minigame section in that game called Sound Bomber. We thought we could make some games for the Game Boy Advance based on those minigames.

NP: Was Wario part of the concept from the beginning?

ABE: Yes. He was in it from the very beginning.

NP: What process do you follow to create each new WarioWare microgame?

ABE: There are certain unwritten rules that we followed to develop the microgames. When we got the teams together to create Twisted! and Touched!, we asked everyone to bring any interesting ideas to the directors, Mr. Nakata and myself.

NAKATA: We had a storyboard, a template, which everyone filled out to show their ideas. Of course, even if the idea was on scrap paper, we would take it if it was good. But, in general, we had a template that they used to submit ideas.

ABE: We went through all of the ideas and picked the ones that we were interested in developing.

NP: How do you decide whether an idea is worthy of producing for one of the games?

NAKATA: Although Mr. Abe might have different criteria, when I picked the ideas for Touched!, basically I relied on my inspiration. Even if an idea sounds great and exciting in the design stage, when it's made, you don't know how it will play. It's hard to judge based on the storyboard. So, I went with my inspiration and also picked the ones that didn't seem too complicated.

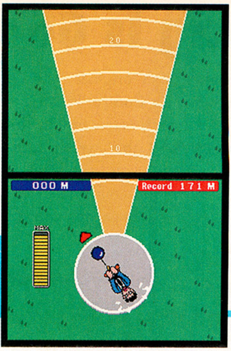
ABE: When I went through the ideas for Twisted!, I picked whatever was interesting at first, and then I realized that many of the ideas were similar to each other. So I switched my approach to look for a wide variety of games. My focus shifted to looking for games that didn't all play the same way. Variety and uniqueness became very important.

NP: How long does it take to create an average microgame?

NAKATA: Our expectation was that one team, consisting of one designer and one programmer, would produce two microgames per week.

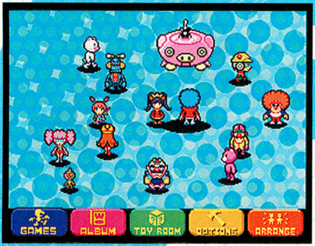
Toys Galore

Nine characters crank out their own lines of microgames. Others offer microgame remixes. The first time you make it all the way through a boss game, or achieve a score of 30 or better in a replay, you'll unlock one of more than 30 souvenirs. Some serve as long minigames based on microgames. Others are odd curios.



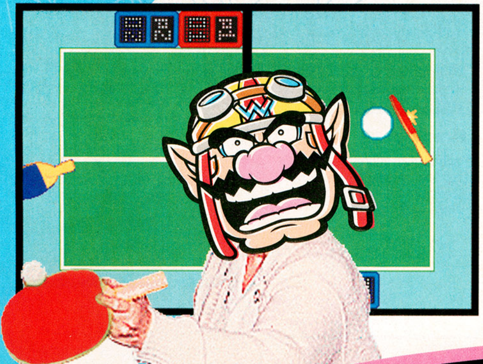
◂ Let It Rip

Big Hurl is a twirling and tapping track-and-field event. With all that spinning, you're lucky the only thing the character hurls is the hammer.



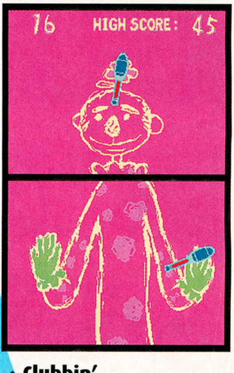
◂ Shipboard Souvenir

When alien Orbulon is riding his spaceship, that's your cue to grab a souvenir.



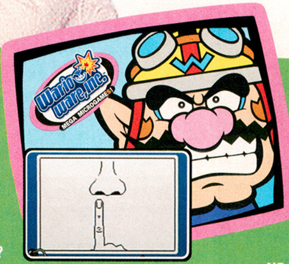
◂ Tabletop Two-fer

One of Touched!'s souvenirs is a two-player, two-screen, single-DS ping-pong game call Pong Ping—simple and just a little silly.



▴ Clubbin'

Juggle Boy is an endless tossing session that has you tapping a clown's hands as clubs fall.


WarioWare, Inc.
MEGA MICROGAMES!

> **"People all over the world are going to think that this is funny."**

NP: How did you develop the souvenirs?

ABE: Twisted! has a gyro sensor. We wanted to make sure that we developed games that took advantage of that. When we were going through the ideas for microgames that used the sensor, we came across a lot [of] ideas that were interesting but may have been a little too complicated or didn't make sense as a game. We didn't want to waste those great ideas, so we came up with souvenirs. Certain ideas are better not as games, but as items that you can interact with and collect.

NP: Players earn souvenirs for their accomplishments in getting through the microgames. So there's a little bit of buildup for something that might be pretty odd, like a calculator or a metronome. Do you mean that to be kind of a joke on the players?

SAKAMOTO: It was intentional. It was meant to be funny. We want players to say "what is this?"

NP: Are there particular micogames that people mention that they like?

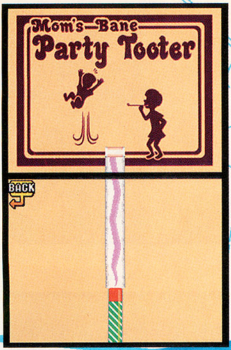
ABE: There's a game in WarioWare, Inc. in which you stick a finger up a nose. When we were working on that game, we had someone from the US look at it and he had a good laugh when he saw that. So, then I realized that this concept is going to work. That people all over the world are going to think that this is funny. It was a good surprise. When we launched the first game in Japan, that microgame was part of the commercial. People seemed to remember that very well. From that point of view, I personally like that one the most.

NP: Touched! is such a perfect fit for the DS, it's almost as if the system was developed for the game. Did the game design influence the development of features for the system?

ABE: Maybe, because on some of the games, you scratch really hard or tap the screen really hard. So, it might have been a good challenge for the DS developers to come up with a better surface. It must have been a good thing for the DS developers to know how excited a player can be and they can touch the screen with so much intensity.

NP: Touched! and Twisted! have some concepts in common, such as the ironing microgame that is in each of the titles. How did that come to be?

NAKATA: There are a few concepts that we used for both games, based on the assumption that even though they are the same basic ideas, they are different gameplay experiences, because you use touch control to

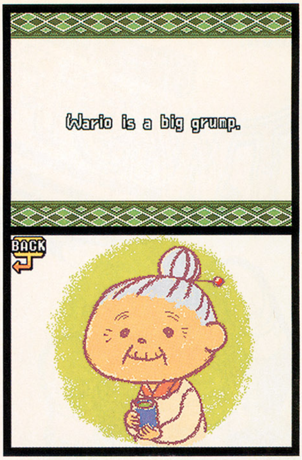


◂ Souvenir Blowout

Souvenirs aren't limited to touch control. The Party Tooter requires you to blow into the microphone to extend the tooter.

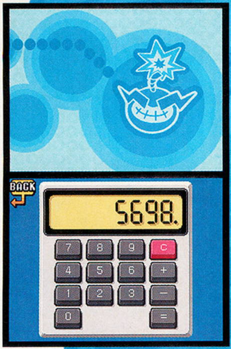
Tea and Cookies ▸

If you cool the Grandma Simulator's hot beverage, she'll impart some sweet information.


Wario is a big grump.

▴ Chime In

Wind chimes! Who would think to put wind chimes into a video game? You blow, they chime.

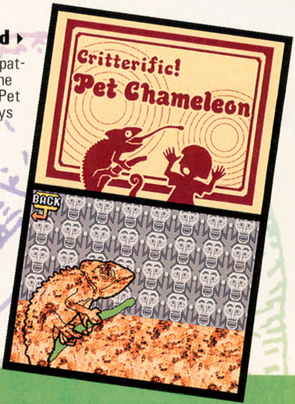


◂ Odd Reward

You've survived another harrowing round of microgames and what do you have to show for it? A real working calculator!

A Fine Blend ▸

No matter what pattern appears in the background, the Pet Chameleon always conforms to it. Dazzling!



> **"It wasn't supposed to make sense as a big picture."**

play one and twisting control to play the other one.

NP: The stories of the principal characters in Touched! and Twisted! are told through cut-scenes. How did you go about developing them. Is there a connection between the stories for each individual character?

TAKEUCHI: The first and last stories, both of which feature Wario, are connected. We made sure that they gave the message that one is the beginning of the game and the other one is the end of the game. Between those, for the stories of the individual characters, it was totally dependent on the teams that were responsible for developing the stories. It wasn't supposed to make sense as a big picture.

NP: One of the new characters is superhero Wario-Man. What are his superpowers?

TAKEUCHI: Wario-Man was designed by Mr. Kiotake, who designed Wario. When I talked to Mr. Kiotake he said that he wanted to create a Wario spin-off character. He wanted to come up with something that would be popular in the United States. So he mentioned Superman. In terms of Wario-Man's superpowers, he doesn't really have many. He can fly, but when he does fly he can only fly really low. His belly is so big it almost touches the ground. The concept is like a bad costume party. Wario-Man really believes that he is a superhero, but he doesn't look that way to other people.

NP: How would you describe the WarioWare art style?

ABE: Since the microgames last for only a few seconds each, we want to make sure that the art is easy to understand. Players have to recognize very quickly what they have to do. Variety is also important. The concept is to provide a good surprise for the players. So we mixed live action with very simple art, black and white and graphics from old games to make each game different.

SAKAMOTO: Of course, the art for the main characters is consistent and consistently different from the styles of the microgames.

NP: Is creating sound effects and music for a WarioWare game different from creating sound for any other game?

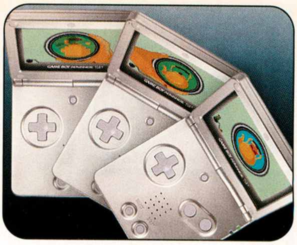
ABE: There are over 200 microgames for each title, so there is a great need for variety. The music teams have been different for each title, so there hasn't been one standard WarioWare sound.

NP: Can you share with us your plans for future WarioWare titles?

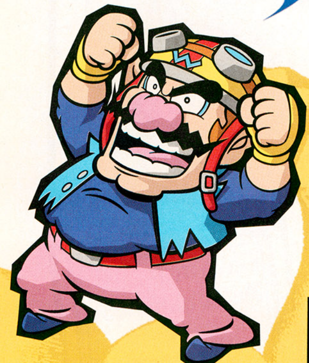
SAKAMOTO: We can't talk about that now, but we are in the process of thinking about how we can surprise players with new and different ways to play microgames.

Coming Soon!

WarioWare TWISTED!

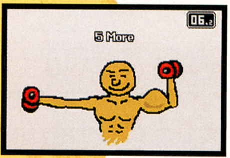


The WarioWare series started on the GBA, and the tradition continues, but with a twist. WarioWare: Twisted!'s gyro sensor detects movement, and that triggers onscreen action. Most of the games have you manipulating the GBA for a winning result, but the odd game (and since this is WarioWare, there are always odd games) requires button presses.



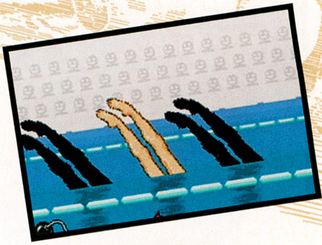
Shake and Stir

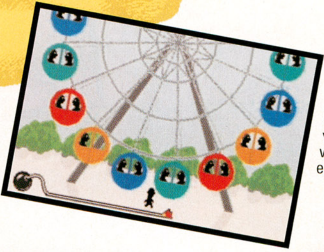
Every microgame host has a different take on twisting. Jimmy's Big Tipper games give your arms a workout. Mona's Mini Spin collection requires precision control. Wario-Man's Spandex Challenge throws all the rules out the window—one of its games asks you to be perfectly still, so as not to bother a fragile egg.



◂ Simulated Strongman

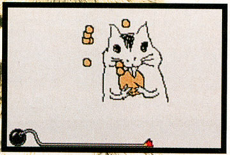
Twisting your Game Boy Advance is good exercise. Soon you'll look just like the muscle man in the Pumping Iron game.





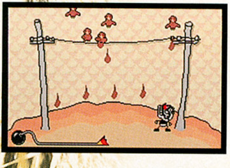
◂ The Ride Moves

In The Country Fair game, found in Dribble's Steer Clear collection, you must spin a Ferris wheel in search of an empty car.



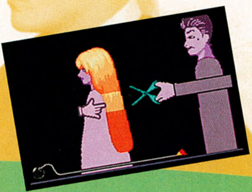
◂ So Nutty!

Kat & Ana's Twisted! tapping games include a rodent's feast: Nuts!



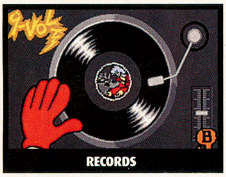
◂ Splat

Wario-Man's Power Line Pigeons revisits a popular theme in WarioWare lore: dodging droppings.

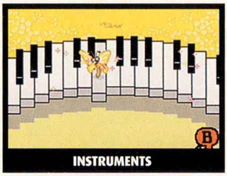


130 Prizes!

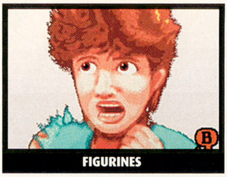
You can hardly pick up Twisted! without unlocking one of its souvenirs. The game is practically bursting at the seams with objects and oddities. Most of them are loads of laughs. Some are just strange. You won't believe them until you see them.



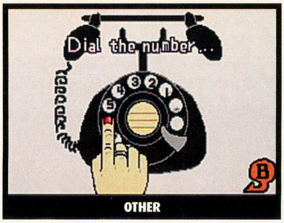
RECORDS



INSTRUMENTS

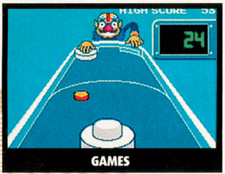


FIGURINES

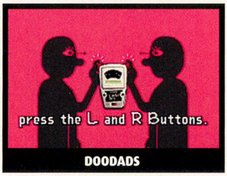


OTHER

Twisted! souvenirs come in seven categories. Records are music samples that you can spin and scratch. Doodads are interactive gadgets. The Other category is filled with items that defy categorization.

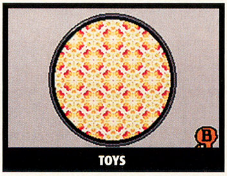


GAMES

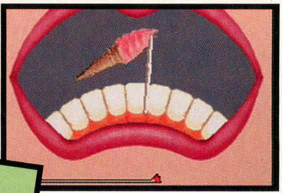


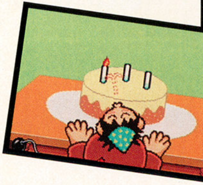
press the L and R Buttons.

DOODADS



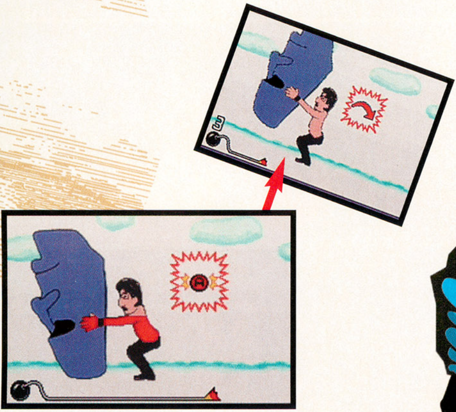
TOYS





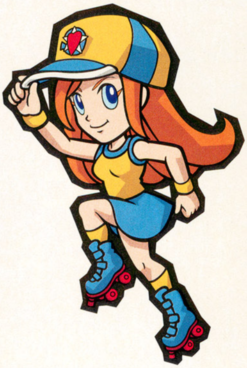
◂ Head Games ▴

Twisting a birthday boy's head to extinguish cake candles and practicing good dental hygiene are all in a day's play in WarioWare: Twisted!



▴ The Old Heave-Ho

Dribble's Heavy Lifting challenges you to grip a solid object, then heave it over the character's head with a mighty twist.



WarioWare Rules

Nothing beats the WarioWare series for pure laughs. Even on repeated plays, both Touched! and Twisted! are loaded with surprises that will keep you coming back for more. What starts as a novel playing experience can easily turn into an obsession if you get hooked on unlocking all of the secrets. Brace yourself —microgame fever is about to hit! 🍄

TIMESPLITTERS

FUTURE PERFECT™

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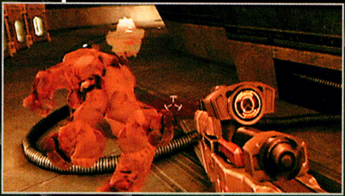
The legendary European game developers at Free Radical have outdone themselves again. TimeSplitters: Future Perfect, the third installment in the groundbreaking first-person shooter series, mixes solid gameplay mechanics and a colorful plot. The result is a game that's as funny as it is fun.



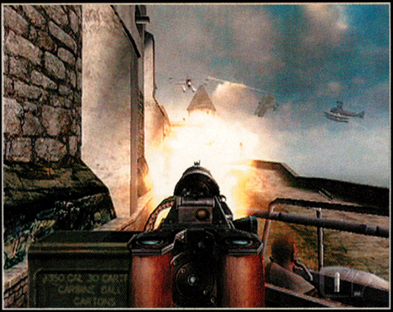
THE PAST IS BEFORE US

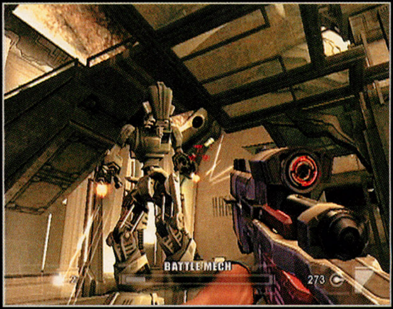
In the year 2401, Earth is unwillingly engaged in an endless battle with an alien force known as the TimeSplitters. Using mysterious fragments called Time Crystals, the evil creatures have been traveling back and forth through time, raining destruction on the human race. Earth's only remaining hope is to stop the war before it ever began. Sergeant Cortez must use stolen crystals to follow a trail of clues through time and destroy the TimeSplitters' power at its source. The future of mankind is in your hands.

The Deerhaunter
37
1

FROM TIME TO TIME

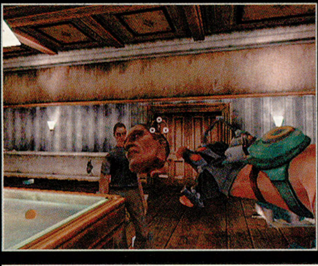
Cortez constantly finds himself out of his element as he chases a madman named Jacob Crow through various eras of history. His only familiar contact along the way is Anya, a scientist from the future who's controlling his travels (think Al from *Quantum Leap*). From level to level, surroundings change drastically. When new characters are introduced, their fashion and vernacular often clue you in to the mission's time period. The game's campy sense of humor comes to life through Cortez's encounters with these diverse characters, some of which can be unlocked for use in Arcade mode after you complete a level for the first time. Weapons and vehicles will also vary wildly to correspond with the changes in environment. Depending on what year it is, Cortez's arsenal can range from vintage Kruger 9mm pistols and gun turrets to futuristic plasma autorifles and battle mechs. Acquiring all available weaponry is essential in order to surviving each area's memorable boss battles.

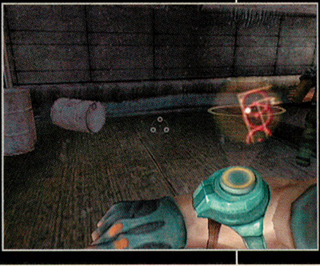


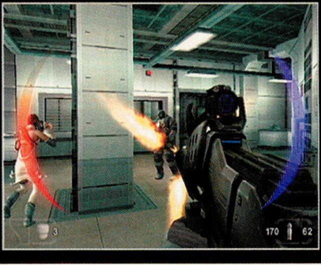


defy gravity

The Temporal Uplink, a persistent item in Cortez's arsenal, allows him to interact with and control much of his surroundings. Among other things, the device can pull levers from a distance, retrieve ammo and hurl random items across a room at an opponent. It also transforms into a readily available holographic map projector.

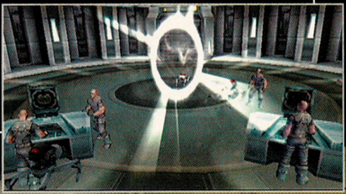


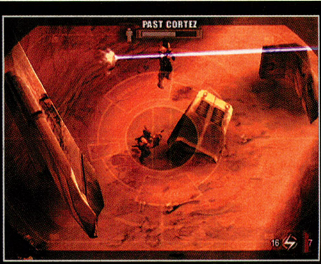




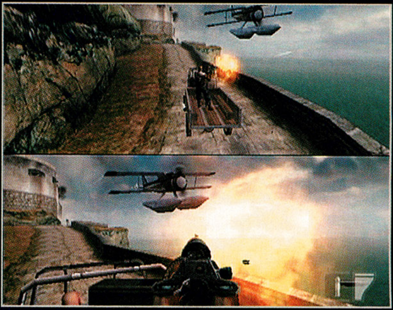
cortez, meet cortez

Wormholes capable of warping Cortez to different points in time are scattered throughout Story mode. The anomalies are side effects from nearby time-travel activity and will create a loop in time, allowing Cortez to temporarily team up with other versions of himself. You may run into a future Cortez or two before you even know a wormhole exists. Usually a future version of the main character will travel back in time to help his slightly younger self get out of a sticky situation. On one level, multiple wormholes allow a group of four Cortezes to hack two computers simultaneously while also providing cover from incoming enemy attacks.

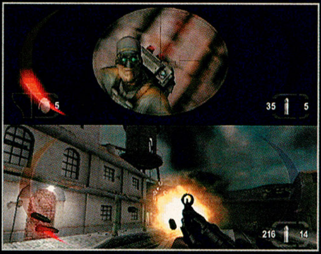


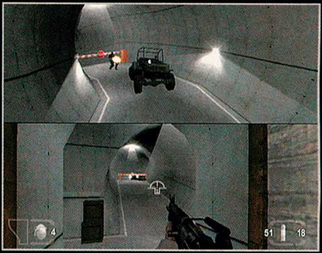


FOR OR AGAINST

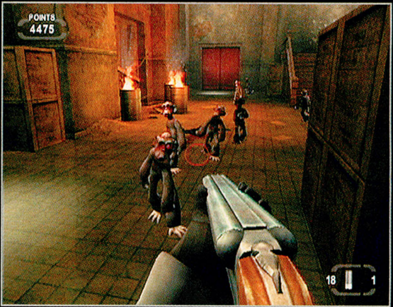


In TS: FP, each segment of the story teams Cortez up with an unlikely partner. He'll find himself fighting alongside an environmental activist in 1969, a self-absorbed photography student in 1994 and an R110 Combat Droid in 2243, among others. These characters will aid Cortez's quest in single-player mode by completing tasks and joining the fight. In Co-op mode, however, the entire story can be played through with a second player controlling whichever character Cortez hooks up with, thereby altering the dynamics of the story. One player may need to provide cover while the other solves a puzzle, or one may need to drive a vehicle while the other fires its weapon. In contrast to Co-op mode, Arcade mode enables players to unleash their competetitive sides in 13 multiplayer modes, including Deathmatch and Elimination. Up to four players can choose from 15 levels and a mind-blowing 150 characters (once they are unlocked).

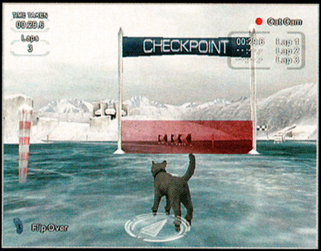


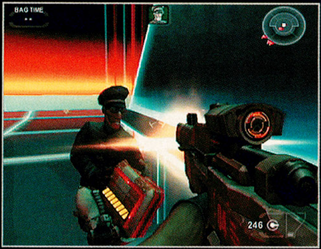


CHALLENGE YOURSELF



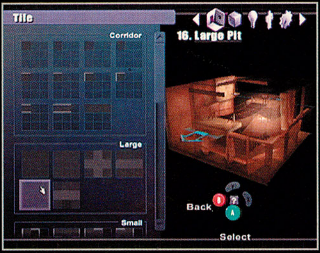
Besides being an ideal place to hone your FPS skills, Challenge mode provides opportunities to do things you've always wanted to do but never had the chance, like disco-dancing with cyborg monkeys. There are dozens of challenges to master, most involving strange characters in even stranger situations. Each game in Challenge mode will net you a bronze, silver or gold medal as a reward. To win a medal, you must meet the specified requirements, which range from surviving enough waves of zombies to beating the record time in high-performance cat racing. Winning any medal will unlock the next challenge in the series, and a gold medal will also unlock new cheats and characters for use in Arcade mode.

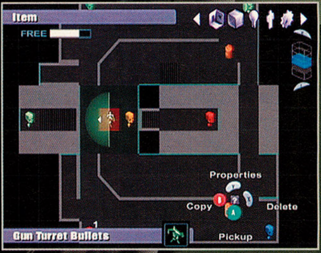




CHARTING NEW TERRITORY

As if this game weren't massive enough already, Free Radical has included a Mapmaker mode that allows players to create and edit just about every aspect of the environment. The Mapmaker is quite complex—it may take some getting used to. Users have full control to create and edit a map's layout, selecting from a lengthy list of prebuilt shapes that can be spread out over as many as five floors. Once a shape is placed on the map, it can easily be moved or rotated. After choosing a theme (such as Egyptian or Horror) to set the overall tone, the color and lighting can be customized extensively to create the desired mood. Weapons, ammo, power-ups, keys and other game items are available for placement anywhere on the map. Enemy bots (computer-controlled characters) can be added to a map and customized by setting their behavior, strength, weapon, inventory and many other attributes. Players can also organize bots in sets to turn on and off with ease.

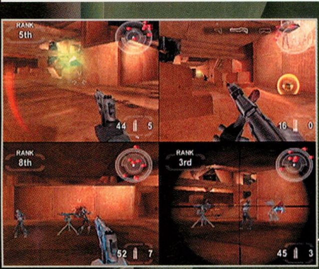




trigger happy

Within the Mapmaker, players will have the ability to add story elements to their board by creating events to trigger specific actions. Just about anything in the game, from enemies to light fixtures, can be controlled through triggers. Throw timers and counters into the mix to keep things interesting. This functionality enables the map creator to make an entirely new game level, with its own objectives and rewards.

RANK
6th
52
7



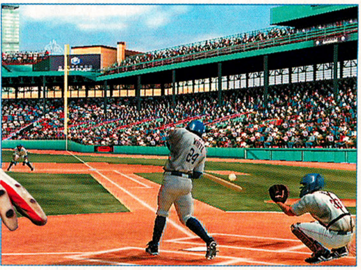
FIGHT FOR THE FUTURE

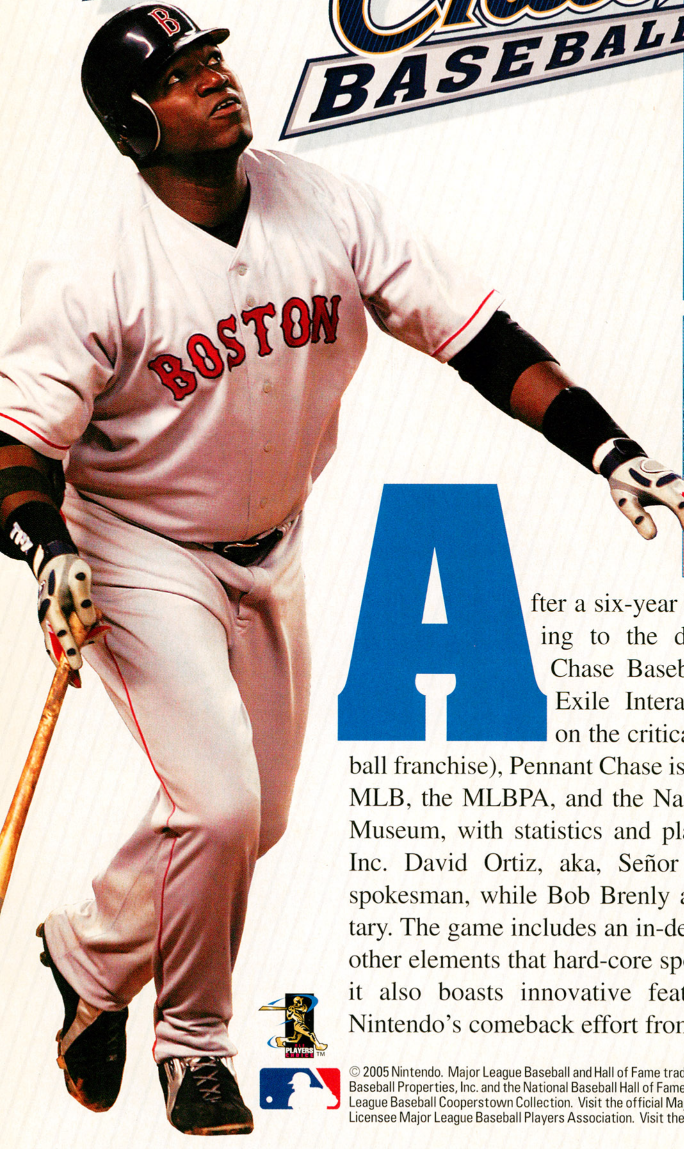
It's not very often that a series improves upon itself dramatically from game to game. But the TimeSplitters franchise has done just that. In TS: FP, each mode of play is deep and well-orchestrated, while the 150 unlockable characters and the Mapmaker add endless replay value for both single- and multiplayer. The improved storyline holds together well, yet each time period feels like a completely new experience. Now that's something to look forward to.

NINTENDO® Pennant Chase BASEBALL

WELCOME TO SBC PARK

KJM
NATIONWIDE BANK





After a six-year hiatus, the big N is finally returning to the diamond with Nintendo Pennant Chase Baseball for the GCN. Developed by Exile Interactive (which previously worked on the critically acclaimed World Series Baseball franchise), Pennant Chase is a serious baseball sim licensed by MLB, the MLBPA, and the National Baseball Hall of Fame and Museum, with statistics and player ratings provided by STATS, Inc. David Ortiz, aka, Señor October, serves as the game's spokesman, while Bob Brenly and Rick Rizzs provide commentary. The game includes an in-depth Franchise mode and all of the other elements that hard-core sports fans have come to expect, but it also boasts innovative features that should help separate Nintendo's comeback effort from the competition.

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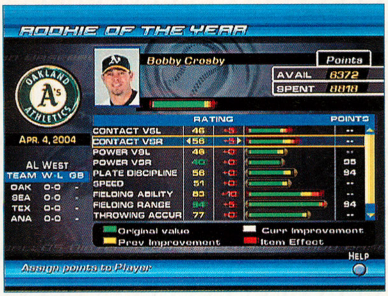
Rookie of the Year mode introduces some RPG elements to the great American pastime. You'll create a prospect using the game's robust customization system, then play through an entire season with any Major League team.


ROOKIE OF THE YEAR

Bobby Crosby

Points	
AVAIL	6372
SPENT	8818

APR. 4, 2004

AL WEST

TEAM	W-L	GB
OAK	0-0	-
SEA	0-0	-
TEX	0-0	-
ANA	0-0	-

	RATING		POINTS
CONTACT VSL	46	+5	--
CONTACT VSR	58	+5	--
POWER VSL	48	+0	--
POWER VSR	40	+0	95
PLATE DISCIPLINE	58	+0	94
SPEED	51	+0	--
FIELDING ABILITY	83	+10	--
FIELDING RANGE	94	+5	94
THROWING ACCUR	77	+0	--

🟩 Original value
🟨 Prev Improvement
⬜ Curr Improvement
🟥 Item Effect

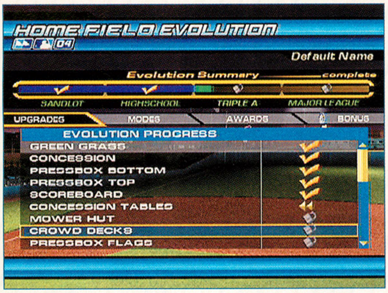
Assign points to Player

HELP

After each game, you can use points that you've earned based on your club's performance to improve your players' abilities. Assign points to increase the movement on your closer's change-up, for instance, or make your leadoff guy a better contact hitter. You can also purchase coaching seminars from Hall of Famers such as Yogi Berra (who will improve the defensive skills of all the catchers on your roster). Your ultimate goal is for your created player to win the Rookie of the Year award at the end of the season, at which point you can transfer the budding superstar to any other mode in the game.

Home Field Evolution

Almost everything you do, whether it be in Franchise mode or in an exhibition game, will earn you Evolution points.


HOME FIELD EVOLUTION

04

Default Name

Evolution Summary complete

SANDLOT ✓ HIGHSCHOOL ✓ TRIPLE A MAJOR LEAGUE

UPGRADES MODES AWARDS BONUS

EVOLUTION PROGRESS

GREEN GRASS	✓
CONCESSION	✓
PRESSBOX BOTTOM	✓
PRESSBOX TOP	✓
SCOREBOARD	✓
CONCESSION TABLES	
MOWER HUT	
CROWD DECKS	
PRESSBOX FLAGS	

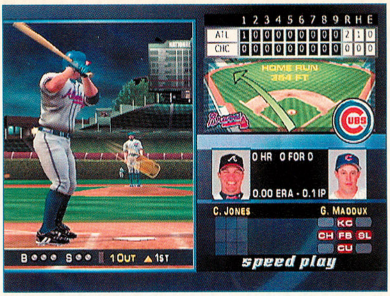
When you first start playing the game, your home field is a simple sandlot devoid of even the most basic accoutrements. Evolution points allow you to upgrade your digs with things such as an announce booth or a well-manicured outfield. Once you've acquired all of the enhancements for a particular field, you can move up to the next step in the evolution (e.g., a high-school stadium). Eventually, you'll create a state-of-the-art big-league facility. Your home field serves as a hub where you can view the progress you've made in each of the play modes, check out which awards you've won and see what bonuses you've unlocked (including retro jerseys). Once the park is fully evolved, it also becomes a playable venue in all of the play modes.

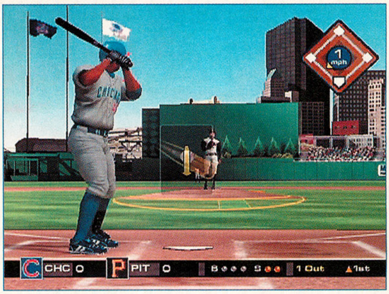
Playoff Hunt

Don't have the patience to make it through a full 162-game season? Playoff Hunt fast-forwards to the end of the campaign and lets you play out an historic pennant chase. Each club has its own unique scenario, such as the 1988 Yankees trying to claw their way from a 4.5-game deficit with only 17 games to play. You'll use the 2004 rosters, though, so you can see if Derek Jeter's squad can finish as strong as Mattingly and company did.

Speed Play

In Speed Play, you'll pitch and hit as you would in a normal game, but when the batter makes contact with the ball, the outcome is automatically determined by the computer. You never have to worry about fielding or base-running. The accelerated pace allows you to finish a game in under 10 minutes. The Speed Play option is available in all of the game modes (so you could complete an entire season in a weekend), and you can turn it off and on anytime.





In addition to providing all of these new features, Exile is also trying to deepen the basic play mechanics when you're on the field. With Veteran C-Stick Control, the developer's goal is to enable the player to hit, pitch and field with greater precision than in other hardball titles. After you select a pitch, you can tap the C Stick down once or twice to put more spin on the ball, though doing so makes it more difficult to hit your spot. In the batter's box, you can flick the C Stick left or right to hit the ball down the line, up to launch a sacrifice fly, or down to slap the ball at the ground (à la Ichiro). When you're about to catch a pop-up on defense, tilting the stick will cause your outfielder to take a couple of steps back so he can prepare to make a running throw.

Nintendo Pennant Chase Baseball certainly shows tons of potential, but it's still too early to tell if it has what it takes to topple MVP Baseball's dominance. We'll give you a full scouting report in the months to come.

F-ZERO® GP LEGEND

PLAY AND WIN!

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EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB

F-ZERO GP LEGEND SWEEPSTAKES

Think you're as tough as this guy? Prove it by answering our question on the next page—you could be among 100 winners of an exclusive, limited-edition three-episode DVD of the *F-Zero GP Legend* animated series! Check out the Game Boy Advance game and see if you've got what it takes to win.

THE PRIZE: 100 WINNERS

Each winner will receive a special limited-edition *F-Zero GP Legend* DVD featuring the first three episodes of the animated series.

F-ZERO GP LEGEND

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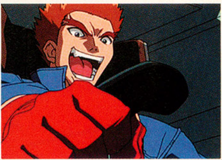
WATCH F-ZERO EVERY SATURDAY!

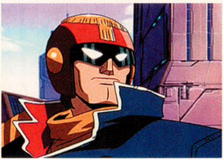
EPISODE 1

THE LEGEND BEGINS



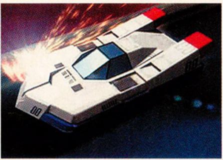
EPISODE 2

THE RACERS EDGE



EPISODE 3

BURN OUT ON PLANET CLIFOTO



HOW TO ENTER

Send us your entry by mail, and you could be one of 100 winners!

What happens to Octoman after you beat him in the Mute City race?

A. Rick Wheeler arrests him.
B. Octoman escapes in his machine.
C. Zoda rescues him.
D. Octoman befriends Rick Wheeler.

Write your answer on a 4" x 6" card along with your full name, and contact information to:

Nintendo Power
F-Zero Sweepstakes
P.O. Box 98073
Redmond, WA 98073-9763

Remember, you won't find this DVD anywhere else, so enter today!

F-ZERO ONLINE

Race to f-zerogplegend.com to get all the facts about your favorite racers, watch exclusive video from the animated series, read up on the latest episodes and download wallpapers, IM icons, music and more!

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NINTENDO POWER
F-ZERO SWEEPSTAKES
P.O. BOX 98073
REDMOND, WA 98073-9763

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 4/15/05 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. On or about 5/1/05, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 5/20/05. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 100 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/20/05) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One-hundred (100) Grand Prize winners will each receive a special Limited Edition F-Zero DVD. Approximate Retail Value of Grand Prize package is $20.00 each. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2005 by Nintendo of America Inc.

Atari Retrofits Classics with Graffiti Art

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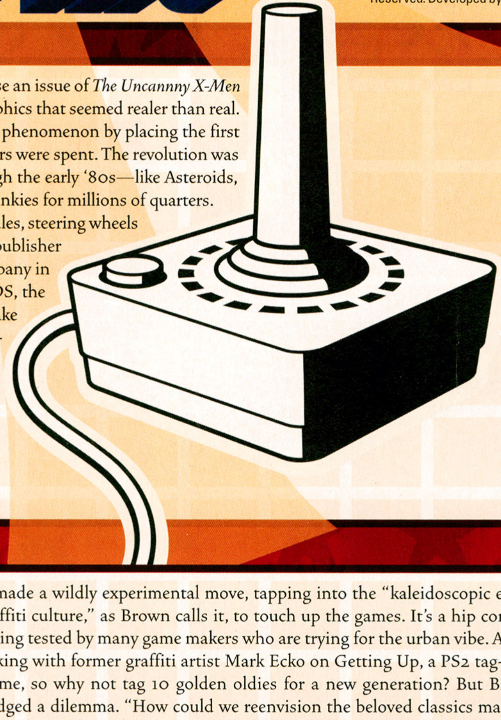
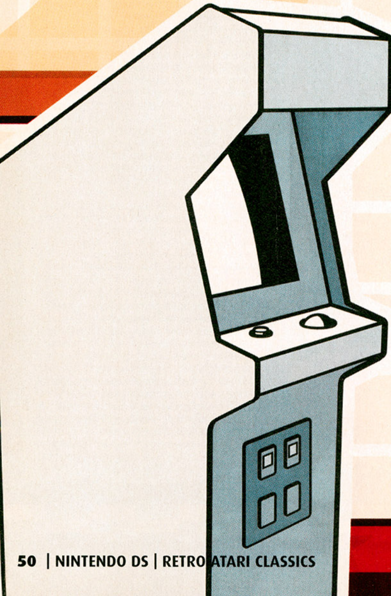


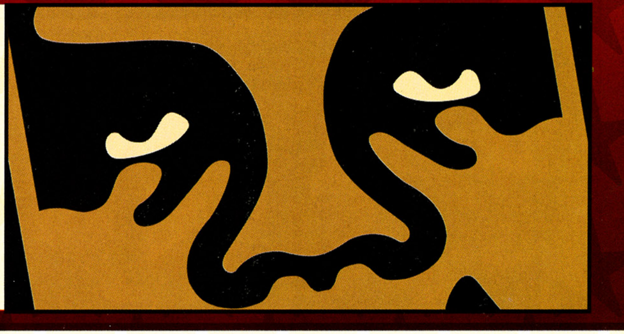
A quarter had impact in the '70s. You could buy a Coke, purchase an issue of *The Uncannny X-Men* and pay the admission to enter a realm of raster and vector graphics that seemed realer than real. In 1972, an upstart company called Atari booted up the arcade phenomenon by placing the first Pong cabinet in a California tavern. Minds were blown. Quarters were spent. The revolution was born. Atari followed up with a string of arcade smashes through the early '80s—like Asteroids, Missile Command and Centipede—that shook down arcade junkies for millions of quarters. Atari *owned* mindblowing innovations in play control, like paddles, steering wheels and engine throttles. So it's only fitting that the new Atari (publisher Infogrames bought and renamed itself after the venerable company in recent years) will bring Retro Atari Classics to the Nintendo DS, the latest hotbed for innovation. Producer Dave Brown strove to make the 10 included titles step up to wireless and touch screen functionality—and go even further. "We didn't want to just take the old games, put them in a box and be done with it. [We] wanted to do something fresh and unique while keeping the same qualities that made these games 'classic' in the first place."



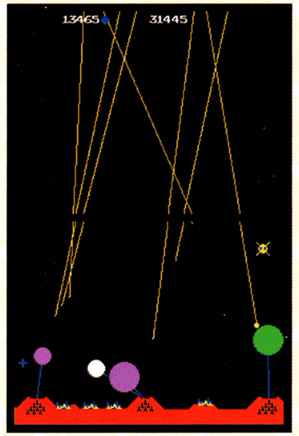
So Atari made a wildly experimental move, tapping into the "kaleidoscopic eye of urban graffiti culture," as Brown calls it, to touch up the games. It's a hip concept that's getting tested by many game makers who are trying for the urban vibe. Atari's been working with former graffiti artist Mark Ecko on Getting Up, a PS2 tag-and-escape game, so why not tag 10 golden oldies for a new generation? But Brown acknowledged a dilemma. "How could we reenvision the beloved classics many of us grew up with without alienating the hard-core purists? Tampering with their simple, elegant design would be a major mistake." To solve the problem, Atari has chosen to put two versions of each game into Retro Atari Classics: all 10 titles can be played in straight-arcade Retro version *and* in the urbanized Remix version. Though the essential gameplay—tweaked for touch control—is the same in both versions, most remixes have been so radically altered visually that the games feel shockingly new. To find the perfect Remix artists, Atari called upon graffiti veteran Alain "Ket" Maridueña, who knew just the three street visionaries to bring on for the project: Shepard Fairey and Reas (two vets whose work you've likely seen) and Delta (a young buck who's already internationally notorious).

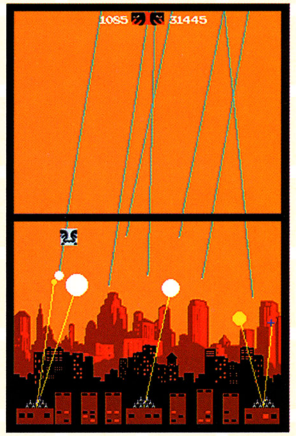
Shepard Fairey Refuses to Obey

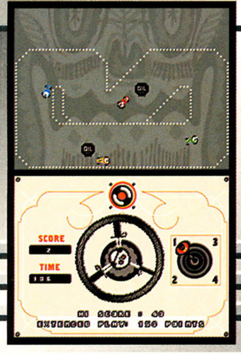
To grapple with iconic juggernauts like Missile Command, Sprint, Lunar Lander and Gravitron, Atari turned to Shepard Fairey and Studio Number One, his design team. You've probably stared Fairey's work in the face for years. His "Obey Giant" (seen in full on the reverse-side poster) has been adopted by sticker bombers worldwide, who've slapped the image—an ironic fusion of wrestler Andre the Giant's face with propaganda poster technique—on countless urban surfaces. Fairey has been busted for sticker bombing numerous times—and Atari trusted its titles to him and his team of iconoclasts?



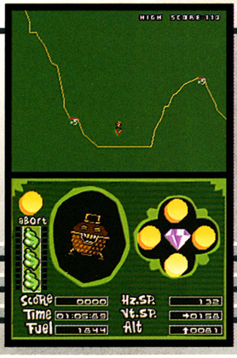
"Their inspiration was whatever they saw in between the classic sprites and vectors," producer Brown told us. "They all have a soft spot for video game nostalgia." Few arcade games bring back as many warm fuzzies as Missile Command, the arcade trackball game that put players in charge of defending cities from incoming air strikes. Both DS versions of the game ditch the trackball in favor of touch control: you'll jab the stylus at points where you want your interceptors to explode. Anyone who's played the arcade original will instantly find the touch-driven Retro version a natural evolution. And the Remix version, with its color-irradiated cityscapes and Obey Giant eyes that send streams of wrath down on city towers, brings out Missile Command's Cold War-era menace in a way that's just as fresh and panic-inducing as in 1980.



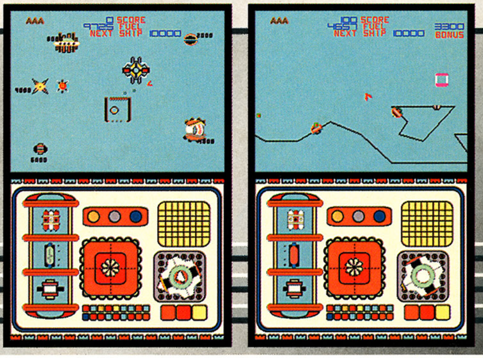




The remix of 1978's Sprint is "part Day of the Dead, part retro hot rod, part Circus Circus, part rockabilly," explains Brown. Wireless gameplay brings four players into the action.



Lunar Lander builds its turning-and-thrust control into a touch-based dashboard, and Studio Number One has pimped the DS ride in its remix of the 1979 moon-hopping classic.

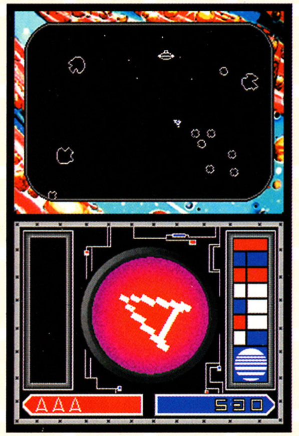


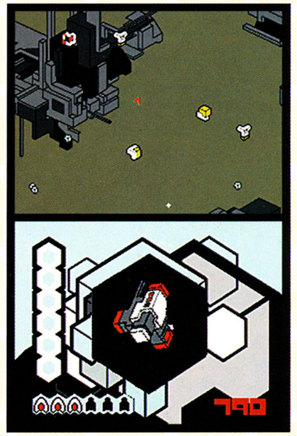
Gravitar mixed the best of two '79 vector worlds—Lunar Lander's planet-skirting flights with Asteroids's angry saucers—to challenge players to drift down to each of a solar system's planets to blast aliens. The Retro version gets the touch-dash treatment; the Remix rendition cakes the cosmos and dashboard with bizarre icons that seem like cathode-ray tubes.

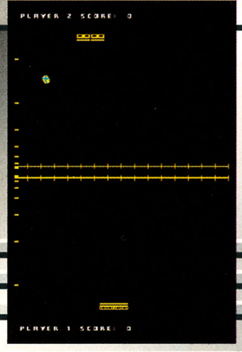
Delta Likes Structure—Alien Structure

Graffiti artist Delta (aka, Boris Telegen) must be attuned to signals from the far reaches of the galaxy. His graffiti has spread alien architecture worldwide—on walls, European discotheques and, fittingly enough, arcade cabinets. Atari flagged down Delta to do the sci-fi remixes of Asteroids and Tempest, plus take on the most challenging of the bunch: Pong (see below). Says producer Brown of the matchup, "Pong is a study in clean and efficient game design. I wasn't going to let anyone mess with that . . . much. Delta's clean and scientific-looking remix is one of my favorites. What can I say? I'm a purist."

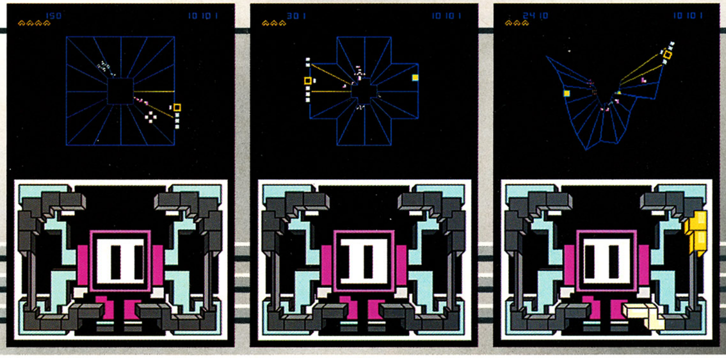
Delta's trademark style fits hand-in-glove with Asteroids. There's probably not a gamer on earth who hasn't flown through Atari's vector-based asteroid field, blasting space boulders into rubble, playing cat and mouse with flying saucers and making the occasional jump to hyperspace that can result in a getaway—or a lethal reentry into solid rock. Both the Retro version and the remix draw upon touch control: you'll turn, blast and hit thrusters all via the screen, with the hyperspace leap assigned to the L and R Buttons. The new control makes Asteroids a fly-by-the-seat-of-your-stylus experience, and Delta's Remix version replaces all of the space rocks with his idiosyncratic alien structures. It's hard not to wonder—as you pulverize alien blocks—if the inside of Delta's mind is a lot like his Asteroids.







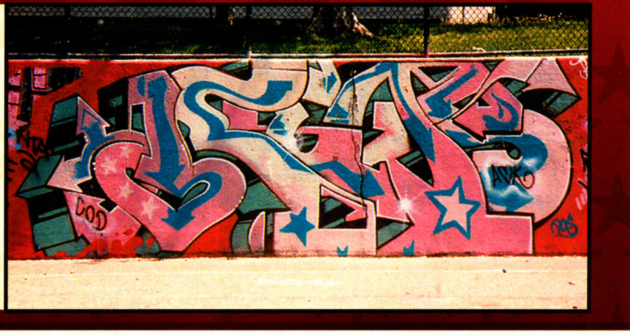
Pong seems like a museum piece today, but it remains a fierce battle of wills. DS wireless enables two-player games. Delta's remix makes the minimal game strangely alien.



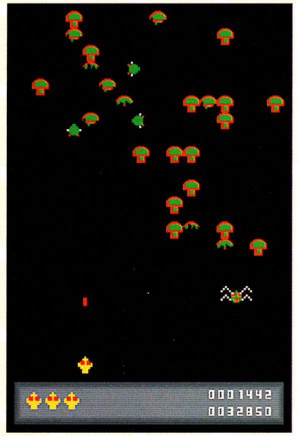
Atari's 1980 Tempest was a bizarre experiment in rotary-driven control that put you in charge of a crablike ship that skirted the top of a vector-based tube being invaded by aliens. Its innovative concept and play control made Tempest an arcade megahit. On the DS, you'll spin the ship around the top of the tube (and other increasingly bizarre structures) by zipping the stylus left and right on the touch screen, and you'll shoot by pressing L or R. Delta's remix (shown above) lends a truly alien feeling to Tempest by replacing its vector-based invaders with eerie new creatures.

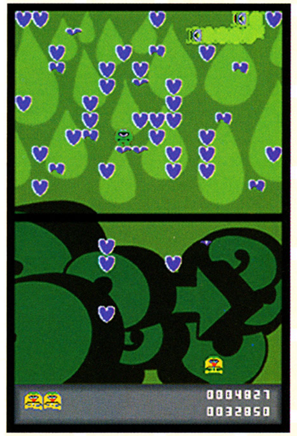
Reas Yanks the Classic Cranks

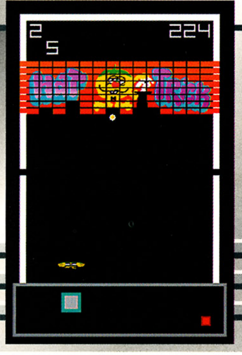
Todd James got his start in the '80s writing his graffiti name—Reas—on subway cars when few artists were elevating graffiti to more mind-expanding modes of expression. (We were tempted to run a subtitle with the photo to the right for the graffiti-impaired.) Even if you haven't seen Reas's graffiti, since much of it's been buffed off the subways where he made his fame, you might have spotted his designs spewing gallons of vomit on Comedy Central's *Crank Yankers*—he's the production designer for the crank-call puppet show.



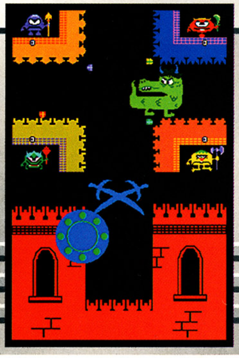
Atari turned Reas loose on Centipede, Breakout and Warlords, and he invited a whole bunch of friends from his funked-up imagination—odd fellows with large, fruity noses that could be very distant cousins to *Crank Yankers's* boldly schnozzed puppets—to set up camp in the three classics. "Reas told me that these characters are inspired by pop-culture icons and watching too much TV as a kid in the '70s," reveals Brown. Grouchy gamers who'd rather not see the people in Reas's neighborhood infest Centipede, which now boasts touch-driven control, can enjoy the Retro version of the bug-killing game. But those who do will get encouragement from them between screens on Reas's trippy remix.







Breakout was Atari's way to break out of its Pong cycle back in the '70s. In Reas's remix, you'll bounce a ball upward to chip away at a series of walls featuring his creations.



Warlords was another post-Pong game in which up to four players (doable via DS wireless) could chip at each other's walls. Reas's version finds four of his friends in residence.

When it's released in March, Retro Atari Classics may well bring arcade purists and those seeking new thrills under the same roof—sounds crazy, but it just might work. Back in the day, Atari's innovative arcade controls made quarter-pluggers feel extremely connected to Pong play, Centipede-hunting and Asteroid-busting, but gamers who may have lost the original thrill will find a new connection to the classics via touch control and dual-screen design on the Nintendo DS. And those who just don't worship at the temple of all things retro will see 10 games like no one's ever seen them before: there's nothing like Reas's Sergeant Reasberry ordering you to "Get Pumped" and equip your DS stylus for another wave of centipedes ready to breathe down your neck.

REAS
SAT-X
AEROSOL MECHANICS
CONNECTOR SELECTOR
INCONSTRUCT
OBEY
Retro
ATARI
CLASSICS
NINTENDO POWER
EVERYONE
E
CONTENT RATED BY
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Violence

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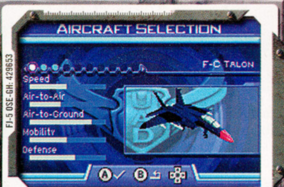
FJ-5 OSE-GH: 429653
AIRCRAFT SELECTION
F-C TALON
Speed
Air-to-Air
Air-to-Ground
Mobility
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Nav Point 1 reached! Move on!

EVERYONE E CONTENT RATED BY ESRB | Violence

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MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence

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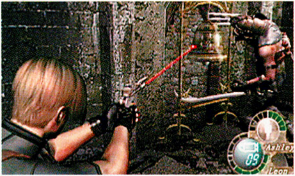
1 THROWN IN THE PEN

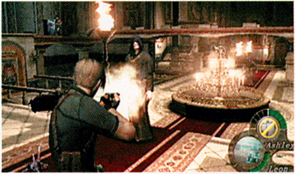
Getting into prison is easy. It's getting out that's hard. Unfortunately, to get any farther, you'll have to enter Garrador's cell and flip the switch next to his stockade, then convince him to let you leave.



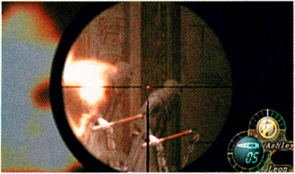
Vision-impaired Garrador attacks anything he hears. Shoot the bells in the room to make him charge the source of the noise, then aim for the growth on his back. Try not to run in his presence—your footsteps will draw his attention just as easily as the bells do.

2 PROTECT ASHLEY

When you enter the large chamber with the giant pool, evil monks will lower the bridge into the water, preventing your escape. Leon has to work double duty defending himself and Ashley while she raises the bridge pieces.



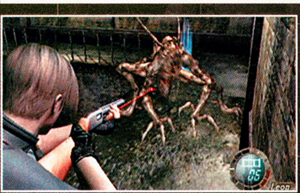
Move to the middle of the room near the large pool to give yourself a full view of your surroundings. In between protecting Ashley, take care of your own concerns—remember that the shotgun makes short work of the shields that some of the enemies carry.



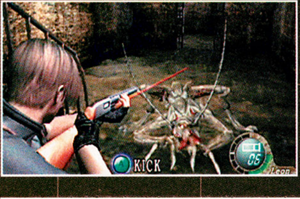
Switch to the sniper rifle to keep the robed guys away from Ashley. It's the best choice, for two reasons: headshots will usually stop them permanently in their tracks, and if they reach Ashley you can shoot them in the legs without accidentally hitting her.

3 SEWER RATS

You'll soon find out what Salazar's parting words meant when he hijacked your radio. The grimy sewers are home to some really nasty, acid-vomiting giant insects that also happen to be invisible. Don't say he didn't warn you.



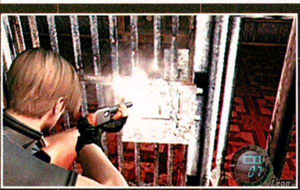
Listen for the splash of the bugs as they skitter across the dank sewer walls, then blast them with the shotgun when you see their translucent outlines. Give them the business end of the shotgun or toss a few grenades to finish them off.



Insects will continue to pursue you after you've lowered the murky water. Keep your ears open for bugs sneaking up behind you—they have an annoying tendency to appear when you least expect them.

4 CAGE MATCH

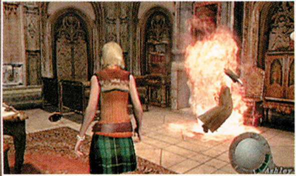
If something looks too good to be true, it probably is. As you approach the treasure on the pedestal in the room past the dining hall, a giant cage will drop, trapping you inside with several brutal enemies.



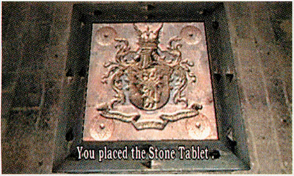
Quickly take out the weaker enemies to free up some room to move. While keeping one eye on Garrador, use the shotgun to shoot the lock off one of the gates. Be prepared to get out of the way when Garrador hears the gun blast. The lock should take about three hits.

5 GIRL'S NIGHT OUT

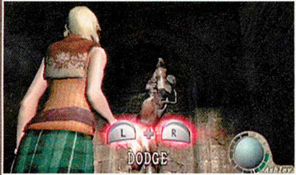
You've finally found Ashley, but you two are still worlds apart. Guide her through dark, musty closets deep within the old castle to help her rejoin the guy who was supposed to be saving her.



Ashley may be weaponless, but she's certainly not defenseless. When an enemy approaches, grab a nearby lantern and toss it at him. Careful—if he gets too close to Ashley while on fire, she'll get burned, too.


You placed the Stone Tablet.

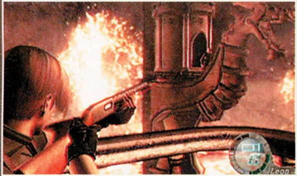
Find the remaining piece of the slider puzzle on the mantle in the dark room that contains the red switches, then continue on to the puzzle. Once you've solved it, drop in the final puzzle piece to open the door and claim the Salazar Family Insignia, as well as a mosaic fragment.



You didn't think those suits of armor were just going to sit there, did you? As you head back through the dim corridors, be ready to dodge the animated armor with raised axes. Hit the button combo at the bottom of the screen to evade the attack.

6 DON'T GET BURNED

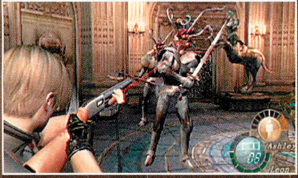
Reunited with Ashley, head back toward the entrance of the castle. However, you'll need to take a detour and pick up the remaining mosaic piece if you're to proceed any farther.



The giant dragons will spew flame until you eliminate the villains controlling them. Drop the first two with the sniper rifle when you enter the fiery chamber, then lure the third dragon to breathe fire in one direction while knocking its driver off from the other.

7 QUEST FOR THE CUP

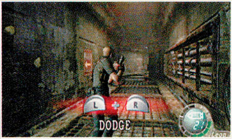
Some sinister house guests have overstayed their welcome in the residential wing of the castle. Leave Ashley outside while you take care of the medieval monsters and grab the grail.

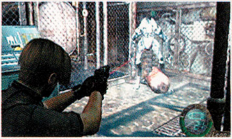


The lumbering knights can't match your speed—keep moving. Toss a grenade in the middle of the group, then introduce them to your shotgun. Be conservative with your ammo, however—after the first three, three more will take their place.

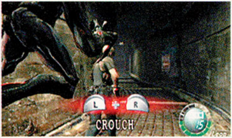
8 RIGHT-HAND MAN

Your thoughts of rescuing Ashley have temporarily gone down a well. Actually, it's more of a spiked pit. Salazar isn't messing around this time—he's sent one mean monster to get rid of you.





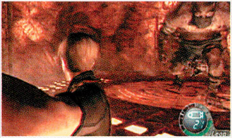
When you start the power to the elevator and try to escape the boiler room, the monster will strike. Dodge its first blows and retreat to the liquid-nitrogen tank. When it's close enough, knock over the tank to freeze the enemy in its tracks, then take as many shots as you can at the creature before it thaws. Avoid the monster until the door reopens, then repeat the freeze-and-shoot process, first in the long corridor, then in the room down the hall on your right, and finally in the elevator room.



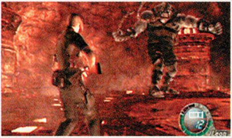
Pay attention to the button combinations that appear while you're in the hallway. The beast will attack from above, below or behind you, and often when you're least expecting it.

9 DOS GIGANTES

Use brains before brawn to get the upper hand against the El Gigante pair.



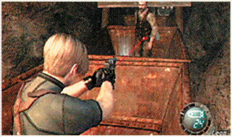
When the two titans burst into the room, climb the ladder and wait on the rickety platform until they get close. Ride the zipline down and wait until one El Gigante is about to cross the circular flooring in the middle of the room. Then pull the lever to drop it into the fiery depths.

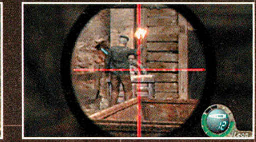


Take care of the other El Gigante in the traditional manner—shoot him until he falls to his knees, then jump on his back and hack away at the growth until he collapses. Alternatively, use a missile launcher; it will usually drop him with one shot.

10 MINE CART MAYHEM

Your ascent up the tower is derailed by a lengthy mine cart ride deep below the castle. Your reward is just a trinket, but you'll need it to keep going.

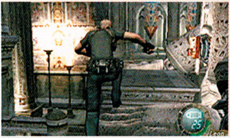




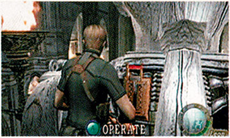
Stay toward the back of the carts to keep the action in front of you, and to have the villagers' heads break the low wooden beams instead of yours. When the mine carts come to a stop between two elevated platforms, quickly shoot the lever to resume your descent—enemies will attack until you start up again.

11 MARBLE MADNESS

The arrogance of some people. A portrait, or maybe a modest replica, is understandable, but a three-story-tall statue seems excessive. The robed assassins guarding the monstrosity would probably disagree, however.



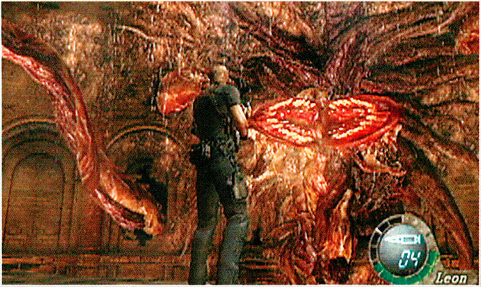
Jump to the switch on the middle of the statue's chest to get the stone hands moving. Don't stay there for long—the crossbow-wielding monks will skewer you from their vantage points.



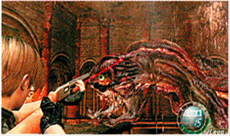
The switch on the back of the statue will cause the arms to move up, down and toward each other, allowing you to reach all the areas surrounding the statue. Either climb around to the ledge on the far side of the statue or shoot it from a distance.

12 TOP OF THE TOWER

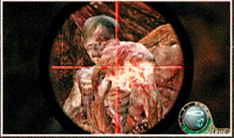
You've finally pinned down Salazar in the rafters of a tower. He was pretty ugly when he appeared as a miniscule, scarred court attendant, but when you catch up to him, he's even more grotesque.



Putting the Hurt on Salazar

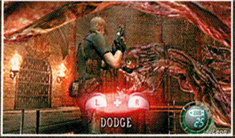


Use your shotgun to shoot the plant-like monster in the eye (where else?) until it lets down its defenses. Avoid jumping to the lower level—there is plenty of ammo down there, but the bugs present an unnecessary distraction.



Once you have hit the floating eye enough times, the bony cage enshrouding Salazar's head will open. Switch to the rifle and plug him as many times as possible before it closes. This would also be a good time to use a rocket launcher if you have one in your inventory.

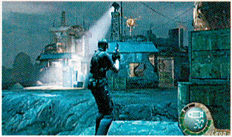
Defending against Salazar's Attacks



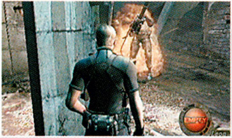
Stay off center from Salazar to avoid his thrusting mouth attack. When he swings his long arms, dodge out of the way. The arms are destructible, but aim for them only if you have plenty of ammo; target the spots where they come out of the walls to remove them.

13 ISLAND BASE AMBUSH

Good? Evil? Hard to move in a long dress? It's still hard to tell just what Ada is doing around here, and why she would stop to help you. For now, just be thankful for the lift she gives you to the island where Ashley has been taken.



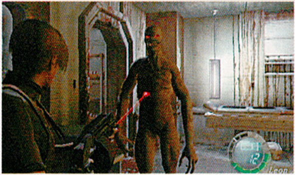
The worn-down military base seems too quiet, and indeed as soon as you approach its walls the sirens go off. Retreat over the gap you just crossed and wait for the enemies to approach. Just as they are about to jump the chasm, shoot them at the knees and watch them plunge into the sea.



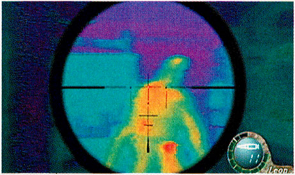
The machine-gun-toting bad guy will lay waste to anything that gets in his way. Use the terrain to avoid the arc of lead it sprays, then fight back with grenades and shotgun headshots when he pauses to reload. Incendiary grenades also work well to damage and keep him in one place.

14 IT'S ALIVE!

When the evil doctor's away, evil experiments will play. The laboratories deep within the island base have obviously been a playground for some awful scientific studies, and some of their "effects" still linger.



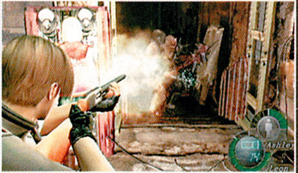
Keep a good distance from the long-limbed monster—his arms can stretch to grab hold of you. You can use the shotgun to slow down the creature's advance, but it won't be as easy as that to bring him down.



Locate the infrared scope in the freezer room and equip the rifle with it. When you line up the monster in your sights, you will be able to spot the spores crawling inside it. Pick them off one by one to destroy the freak.

15 BREAK ON THROUGH

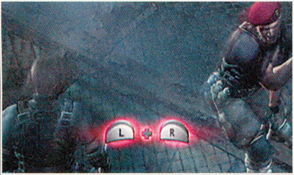
After jumping down the garbage chute, you'll hit a dead end in a room containing a giant wrecking ball. Ashley is quick to figure out how to escape, but you're going to have to be even quicker on the trigger if you're going to make it.



Have Ashley work the lever to the wrecking ball while you stand guard behind her. Eliminate the crossbow shooters first, then take care of the rest. If you've done in all of the dudes on the ground, get in a position to shoot enemies as they appear in the doorway above.

16 BACK FROM THE DEAD

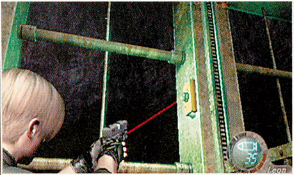
Finally, somebody has some answers. Too bad he also has a huge knife. While standing toe-to-toe with Krauser, learn more about Ashley's abduction and Saddler's diabolical plans. Wait, did he just say something about Umbrella?



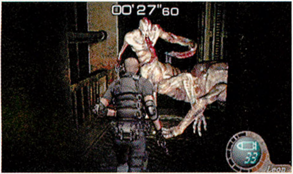
Your first encounter with Krauser is little more than an elaborate cut-scene, but don't let your guard down. During the tense confrontation, Krauser will take knife swipes at you. Parry the attacks by quickly hitting the combo buttons that appear on screen.

17 EVIL RESIDENT

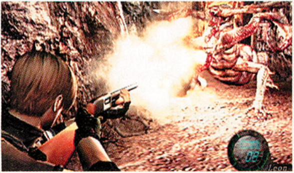
The good news is that you found Ashley's homing device. The bad news is she's not wearing it. Your path takes you into a series of suspended crates where an oversize mutant has taken up residence.



Steel doors guard the emergency switches. Open the doors by shooting the green lights near each one. They're often above your normal field of view—the soft green glow will let you know where they are.



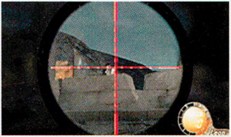
Once you have activated both emergency switches, you'll have only 30 seconds to get to the next crate. You don't have time to get crafty against the mutant, so blast it out of your path as quickly as possible.

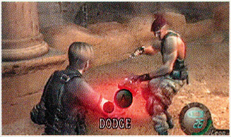


Just when the monster appears to have fallen along with the rest of the cage, it reemerges madder than ever. Shoot the explosive barrels when the monster gets near them to do damage. Grenades also make short work of the beast, but the shotgun is also very effective.

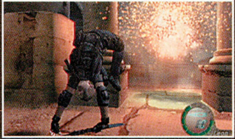
18 KRAUSER

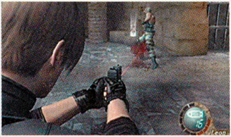
After your last encounter, Krauser isn't content to fight hand-to-hand. He has scattered pieces of a stone mosaic around the sandy ruins and is making you get them; he's holding onto the last one, which means you'll soon have a fight on your hands.



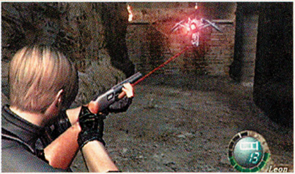


When the battle starts, you might be able to take a few shots at Krauser right away; if not, start running. Don't stay long behind cover—sometimes it will disintegrate under his heavy fire. When he gets close, choose your shots wisely and keep moving to avoid his knife slashes. When he drops a flash grenade, you're safe to move a little farther away, but he could be hiding around any corner.

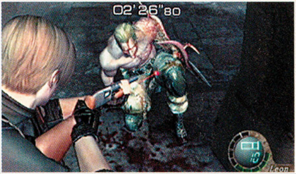




Before you can claim the second mosaic piece, Krauser will trap you in a stone section of the ruins. He will perch above the area and toss grenades down on you. Stay below him under cover to avoid the blasts, then attack him when he jumps down to your level. After he leaves, grab the mosaic piece and push the statue that rises onto the discolored tile floor to open the gate that blocks the door switch.



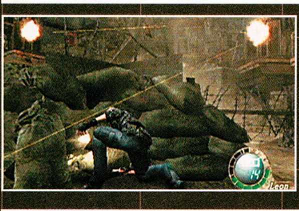
Krauser will send robot sentries out to hunt you. They'll go down after just a little damage, but the shotgun will ensure that you hit them the first time. Stay back once you've downed them—they will explode after a few seconds.



After you have claimed the second mosaic piece, Krauser will attack you with a huge, mutated arm. Aim for his legs to slow down his advance and force him to expose his head and body, then unload on him when he's vulnerable.

19 HEAVY ARTILLERY

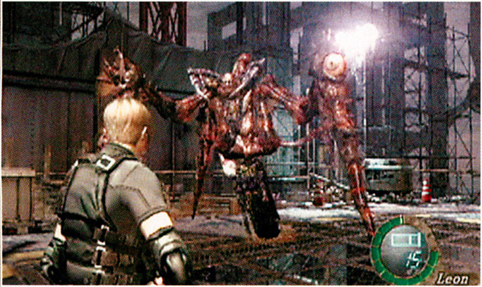
Just when it looks like you're totally outnumbered, the cavalry arrives in the form of a heavy gunship. It's payback time as you and the helicopter cut a huge swath through the middle of the last of the enemy bunkers.



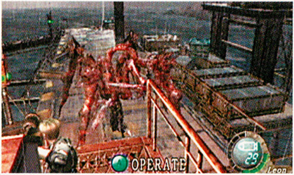
The helicopter's gunner fires fairly indiscriminately into the crowd—when he yells to find some cover, he means it. The gunship will eventually destroy most of the strongholds throughout the level. If you wait long enough your path should be pretty easy.

20 SADDLER

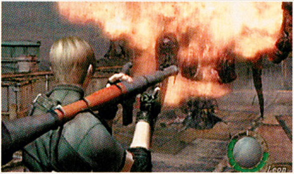
After all that you and Ada have been through, it seems like a nice gesture to help her out in her time of need. Your good deed isn't forgotten—Ada repays you handsomely during the battle vs. Saddler.



Aim for the eyes at the knee joints of Saddler's long, spindly legs. He will slow down long enough for you to pop him in the head a few times. If you are close enough, jump on his back and stab him in the eye, but you may be in an unfavorable position when he tosses you off.



When Saddler approaches, climb one of the two small platforms and flip the switch to swing a crane-load of construction beams at him. It will do plenty of damage and stun him long enough for you to get away.



After the battle has raged for a while, Ada will once again help you out. Grab the missile launcher she tosses down and put Saddler in your sights one last time.

21 ADA'S LAST MOVE

When you grab the vial that Saddler leaves behind, Ada makes her final play. Not only does she take off with the sample, she sets the island to blow up in three minutes. At least she tosses you the key to her Jet-Ski, which is waiting in the subterranean river nearby. Hop on the vehicle and navigate the river through the natural obstacles, but keep the throttle down, because the wave from the explosion will make your backside wet.

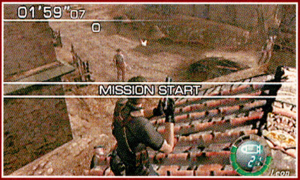
THE GAME IS OVER, BUT THE EVIL HAS JUST BEGUN

The best part of beating Resident Evil 4 is the chance to do it again. The second time, you'll have the opportunity to buy an awesome new weapon—the Infinite Rocket Launcher. It costs a million pesetas, but it might be the last weapon you'll ever need to buy. Also check out Professional mode and the alternate outfits for both you and Ashley. When you finish the main mission, several side games will unlock, as well: The Mercenaries, a battle royale in four different locales; and Assignment Ada, a side quest in which you assume the role of the mysterious woman in red.

THE MERCENARIES

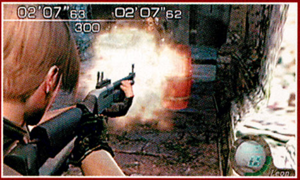
The object is simple: blast as many bad guys as you can. Seek out the time-extension icons to lengthen your stay in the arena, then string together as many kills as you can to rack up big combos.

The Village



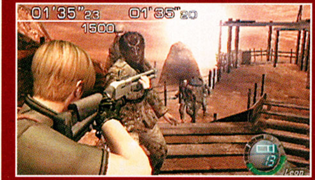
Use vantage points such as roofs and high windows to safely mow down the stream of villagers. The time icons tend to be in the small houses—don't get pinned inside one of them without an escape strategy.

The Courtyard



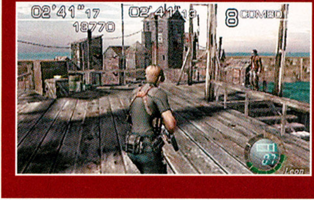
Beware the Garrador that haunts the castle parapets—save any grenades you find until you face him. Stick close to the walls to avoid getting picked off by the crossbow snipers; they are too far away for you to eliminate all of them.

The Beach



The beach level's winding tunnels can be pretty confusing, but they provide excellent cover against the enemies carrying the heavy machine guns. Use the pistol as often as possible and save your shotgun ammo for the big guys.

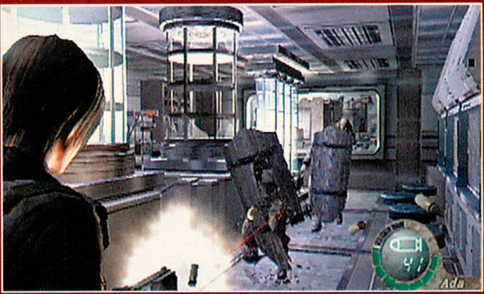
The Docks



Watch out for the wild chainsaw dudes on the docks—they're faster and meaner than any you have faced so far. Use the dynamite tossers to your advantage—aim for them when they're in the middle of a crowd.

ASSIGNMENT ADA: INVADE, COLLECT AND ESCAPE

After the battle with Salazar, Ada kindly takes you on her speedboat over to the island military base. However, she disappears before the boat even comes to a halt. When you finish the main game you will unlock Assignment Ada and be able to find out just where she went. Infiltrate the island base and grab the five Plagas samples scattered throughout the laboratories. Your reward for collecting all of them includes some insight into Ada's purpose on the island, as well as an awesome weapon for use in the main story.



Patience Pays

Mission Objective: Collect 5 Plaga Samples
and head towards the rendezvous point

Ada begins with a limited amount of ammo and no knife, so weapon efficiency is the most important factor to Ada's success. There is no time limit, so be patient in finding the best way to take out an enemy, not just the fastest way.

Just for Kicks

Ada is faster and more agile than Leon; use her speed to get away from pursuers, and employ her fan kick to knock down a whole group of enemies in one blow.

In the Crosshairs

Ada's sniper rifle is most effective early on in the outdoor area—once you're inside the military base, long-range weapons are basically useless.

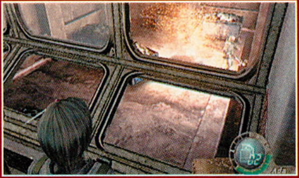
Duck and Cover

When the dynamite tossers start doing their business, retreat behind cover to avoid the blasts. Use objects in the environment, such as exploding barrels, to do your dirty work while conserving ammo.

Door Jam

Use confining doorways to your advantage. Head into a room to draw enemy attention, then pull back into the previous area and wait for foes to appear.

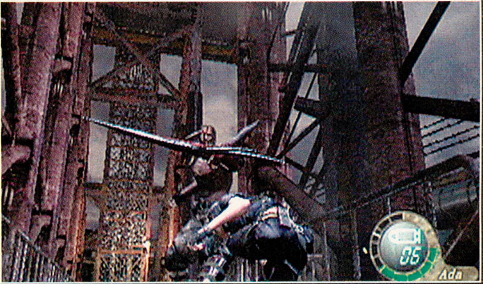
Broken Glass



You won't be able to use the crane claws in the garbage pit like when you came through this area as Leon. However, you can still use the control room as a vantage point to eliminate some of the bad guys, including the machine-gun-toting hulk.

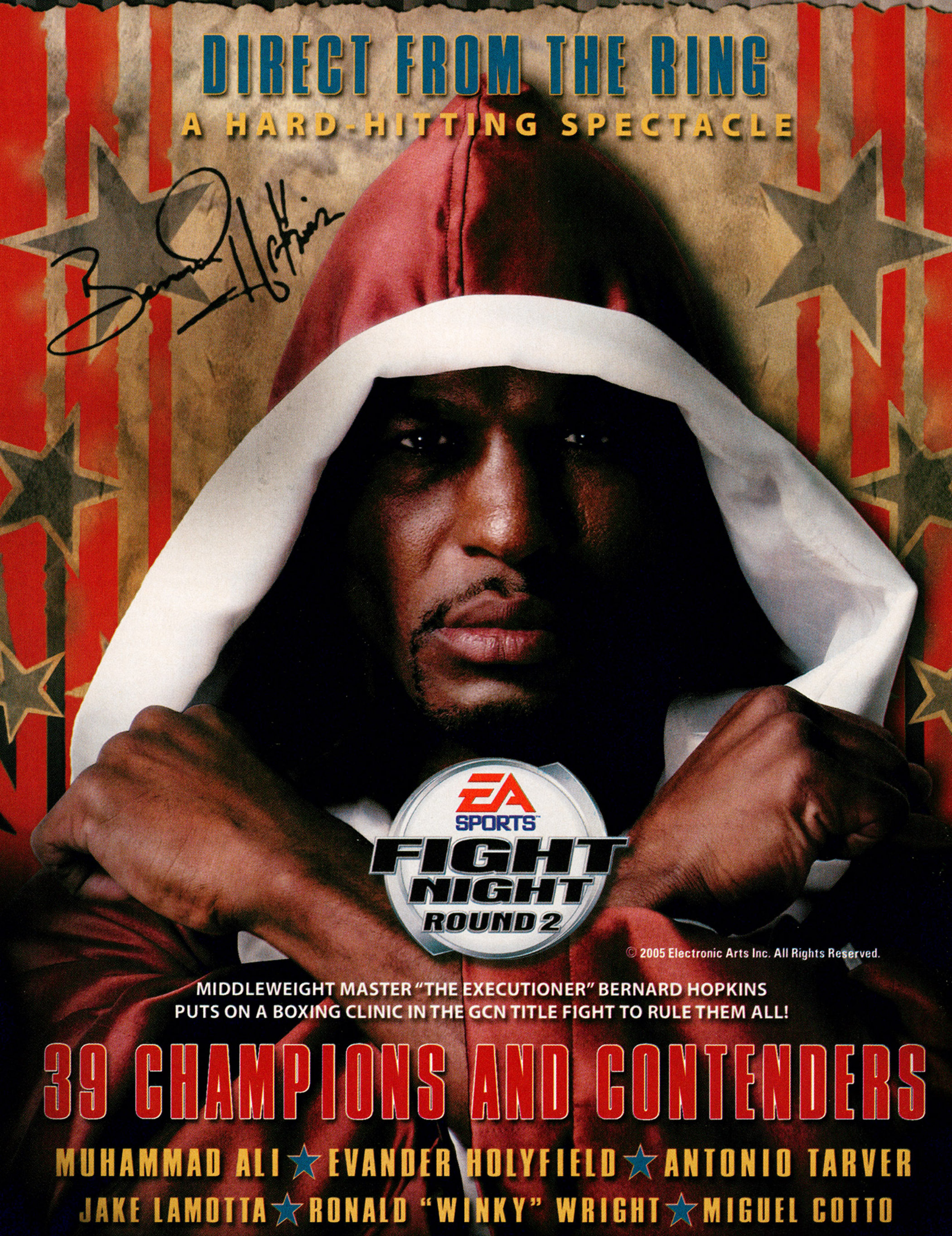
SO MANY ANSWERS, SO MANY QUESTIONS

The shocking developments revealed at the end of Resident Evil 4 bode well for the future of the series. What will happen to Umbrella? Will we ever hear from Ada again? Are Leon and Ashley ever going to get together? We'll have to wait and see. For now, we take comfort in having experienced one of the best console games of all time. What are you waiting for? Go play it again!



DIRECT FROM THE RING

A HARD-HITTING SPECTACLE



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MIDDLEWEIGHT MASTER "THE EXECUTIONER" BERNARD HOPKINS PUTS ON A BOXING CLINIC IN THE GCN TITLE FIGHT TO RULE THEM ALL!

39 CHAMPIONS AND CONTENDERS

MUHAMMAD ALI ★ EVANDER HOLYFIELD ★ ANTONIO TARVER
JAKE LAMOTTA ★ RONALD "WINKY" WRIGHT ★ MIGUEL COTTO

C-STICK AND MOVE

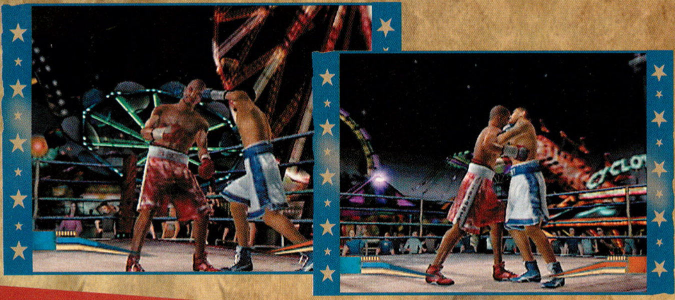
SWING AND CONNECT BIG

STAPLES Center

Authentic sports games give you a direct line to the real-life experience, letting you soak in the sport's atmosphere and execute its strategies. EA's Fight Night: Round 2 puts you right in the ring with free-flowing analog control. The Control Stick manages footwork, and the C Stick works punches. Says Round 2 producer Kudo Tsunoda, "When you're controlling your fists onscreen, it's a skill-based game. It's like boxing."

THE SEQUEL DOES IT ALL

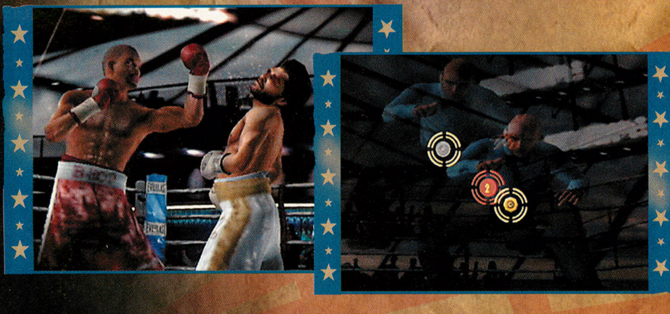
ROUND 2 ROCKS HEAVY



For its second edition (its first on GCN) Fight Night pulls out all the stops. A new animation engine allows you to punch on the run and clutch your opponent when you're in danger of hitting the canvas. And, in addition to allowing you to hit palookas with jabs, hooks and uppercuts, the game gives you the cocked-back fury of an all-or-nothing knockdown punch: the jaw-displacing haymaker.

HOW DO YOU SPELL KO?

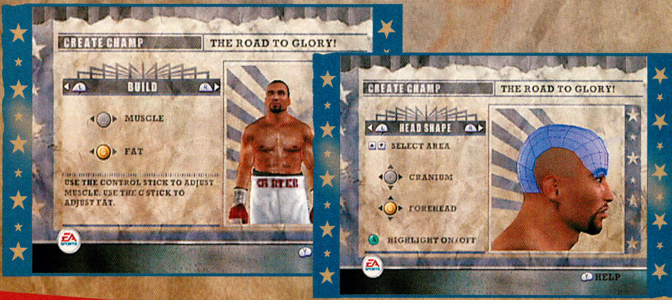
AN INTRODUCTION TO THE MAT



Although the game nearly achieves Tsunoda's dream of displaying no interface elements—letting art and animation tell the whole story—boxers do have health meters. When you knock all of the air out of your opponent's health meter, it triggers what Tsunoda calls "the KO moment." The sound plays through an underwater filter, the HUD disappears and one more solid hit sends your target to the ground.

BUILD A BOXER

FROM PALOOKA TO PRIZE FIGHTER

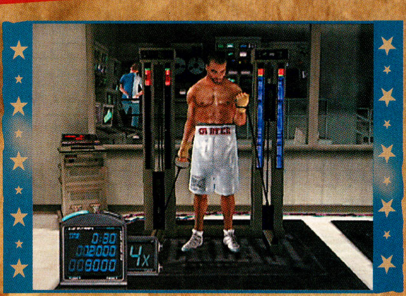

CREATE CHAMP
THE ROAD TO GLORY!
BUILD
MUSCLE
FAT
CREATE CHAMP
THE ROAD TO GLORY!
HEAD SHAPE
SELECT AREA
CRANIUM
FOREHEAD
HIGHLIGHT ON/OFF
HELP

USE THE CONTROL STICK TO ADJUST MUSCLE. USE THE C STICK TO ADJUST FAT.

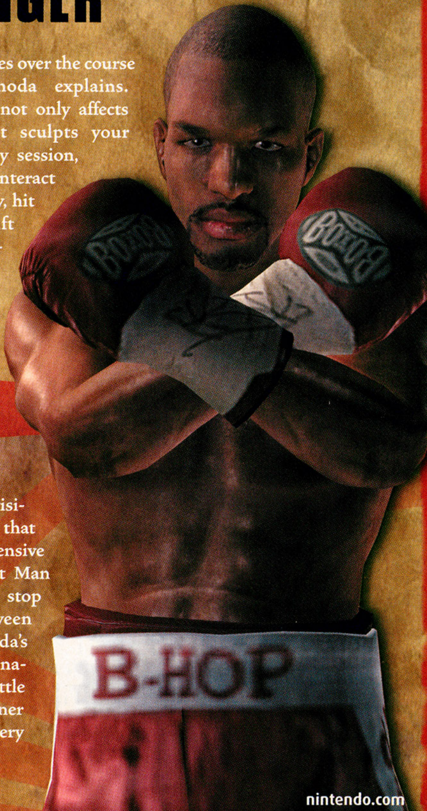
Character-development features in sports games are common, but the Fight Night: Round 2 Create Champ mode is extraordinary. By using the Control Stick and C Stick, you can change your boxer's body and head shape, "giving [you] the same level of control that our artists have with their development tools," says Tsunoda. You can also select from established boxers to launch a pro career.

TRAINING DAY

BIGGER, FASTER, STRONGER

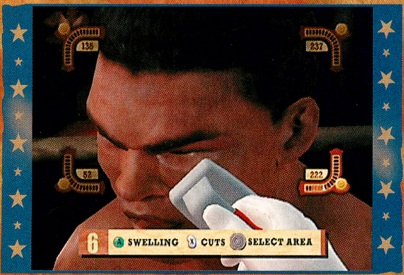


"A boxer's body changes over the course of a career," Tsunoda explains. "When you train, it not only affects your ratings, but it sculpts your physique." After every session, in which you spar, interact with a combo dummy, hit a body bag or lift weights, before-and-after shots display your progress.



SHARP CORNER

THE CUT MAN COMMETH

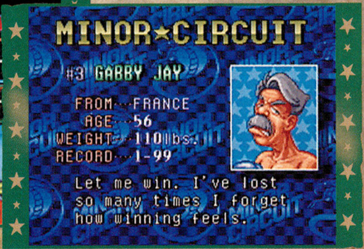

135
237
52
222
6
SWELLING
CUTS
SELECT AREA

Head blows result in visible swelling and cuts that affect your boxer's defensive rating. Round 2's Cut Man feature allows you to stop the bleeding between rounds. In Tsunoda's words, "[it's an alternative to] watching a little movie where your trainer yells at you, like in every other boxing game."

CALLING ON A CLASSIC

SUPER PUNCH-OUT!!

SUPER PUNCH-OUT!!
PUSH START
©1994 Nintendo


MINOR★CIRCUIT

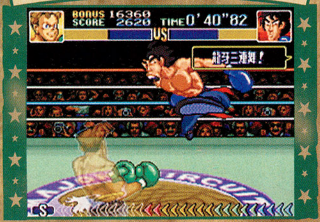
#3 GABBY JAY

FROM···FRANCE
AGE···56
WEIGHT···110lbs.
RECORD···1-99

Let me win. I've lost so many times I forget how winning feels.

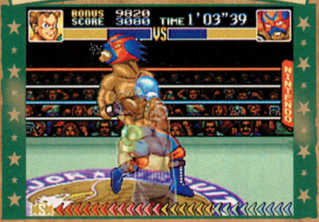
When you list the most influential sports titles of all time, it would be a crime not to put the Punch-Out!! series near the top. From graphics to gameplay, the series set the boxing standard on the NES and the Super NES. Tsunoda calls Punch-Out!!'s pick-up-and-play qualities a big influence on the Fight Night series. You can experience Super Punch-Out!! in Fight Night: Round 2 as a GCN-exclusive.

SHOW AND TELL



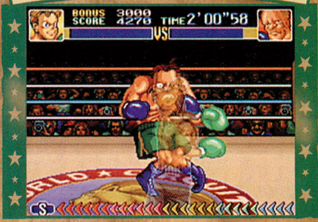
Every Super Punch-Out!! fighter, from Gabby Jay to Nick Bruiser, telegraphs his moves by following a punching-and-dodging pattern. The key to beating the other guy is to study his moves, and to know when to duck and when to attack.

POWER TO YOUR PUGILIST



Every time you connect with your opponent, your Special meter will grow. When it has topped out, you'll be primed for a gut-busting Special punch. Stun the other guy with a few quick jabs, then pull out the big gun. It'll take you one large step closer to a win.

FACE THE FURY



Just before your opponent can pull off his signature combination, there's a moment when he's vulnerable to a pre-emptive strike that will send him directly to the canvas. If you know when to act and your timing is perfect, you'll come out ahead.

DOMINATING POUND FOR POUND

Fight Night: Round 2 will enter the GCN ring in March, coming at you with innovative analog-stick control, sweat-glistening graphics, strong customization and a deep career mode that lets you go for the world championship. "It's not just a boxing game," notes Tsunoda. "It's a really good head-to-head fighting experience whether you're a boxing fan or not. The cool thing about Fight Night is that it's really intuitive. Hit the other person and don't get hit."

STAR FOX® ASSAULT

GET READY FOR SOME ASSAULT AND BATTERY!

Last month we introduced you to the Star Fox: Assault basics and took you through the first three stages of Story mode. This month the epic saga continues with three more Story mode chapters, plus some hard-core strategy for all you multiplayer aficionados. If you've been wondering how to unlock a Demon Sniper or challenge your friends in the harsh environment of Zoness Sea Base, you've come to the right article.

TEEN ® T CONTENT RATED BY ESRB
Fantasy Violence

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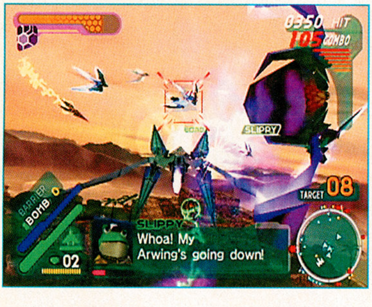
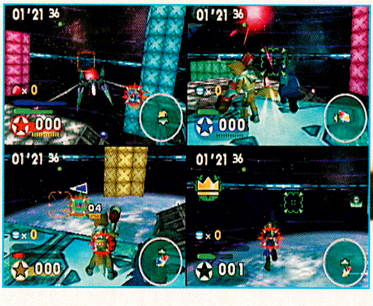

0350 HIT
105 COMBO
SLIPPY
TARGET 08
BARRIER
BOMB
02

SLIPPY
Whoa! My Arwing's going down!


01'21 36
01'21 36
01'21 36
01'21 36
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04
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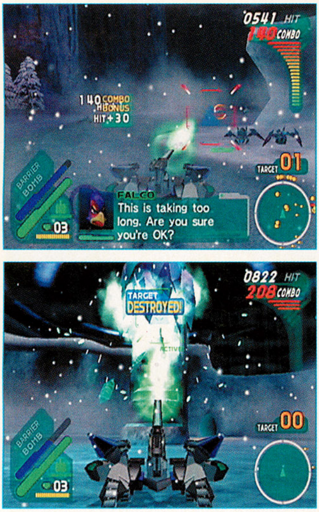
MISSION 4: FICHINA

BRONZE: **600 HITS** SILVER: **2,000 HITS** GOLD: **3,900 HITS**

The dastardly Pigma has turned curly tail and fled to a planet called Fichina. All is not well on the snowy surface, and without your help the world will be no more.

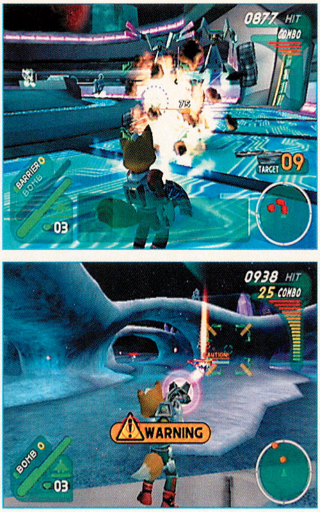
LOCATE AND DESTROY THE GENERATORS


0541 HIT
140 COMBO
140 COMBO BONUS
HIT+30
TARGET 01
BARRIER
BOMB
03
0822 HIT
208 COMBO
TARGET DESTROYED!
TARGET 00

FALCO
This is taking too long. Are you sure you're OK?

Run to the Landmaster tank and hop inside, then head clockwise around the map, destroying generators as you go. There are three in all, and you can smash them by shooting the green crystal at the top of the structure. Keep moving and shooting to rack up combo points.

ENTER THE CLIMATE CONTROL CENTER

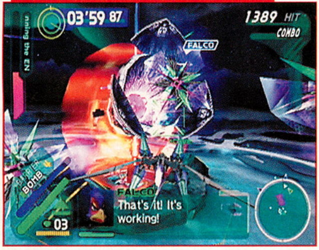

0877 HIT
COMBO
TARGET 09
BARRIER
BOMB
03
0938 HIT
25 COMBO
WARNING

Once the generators are down, enter the Climate Control Center and take out the security drones. You must wait for the drones to open and expose their pink undersides before you can shoot them. After the fight, hop on the wing of Falco's jet and blast everything in sight with a plasma cannon.

MEDAL TIPS

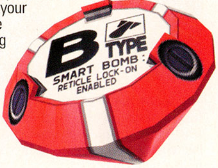
Move clockwise around the perimeter of the map, shooting enemies as they appear. The large, snail-like enemies are hard to destroy—save them for later. When you appear on Falco's wing, it's your signal to begin a massive combo frenzy. You can rack up a massive combo without a lot of effort if you space out your shooting. When a group of flying enemies is on your tail, shoot your pursuers slowly in case you enter an area without other enemies to let you continue the combo chain. The radar is your best friend on this level.

CYLINDRICAL APAROID

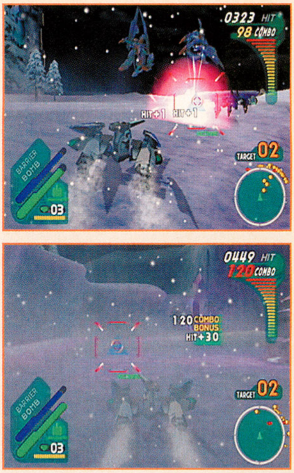

03'59 87
1389 HIT
COMBO
FALCO
BARRIER
BOMB
03

FALCO
That's it! It's working!

The boss of the level is a large cylinder that spits bugs out of one end. Blast as many flying bugs as you can—many will leave smart bombs behind. When you have two or three smart bombs at the ready, fly to the open end of the cylinder and drop one into it. Use your brakes to line up the shot before releasing a bomb. When you hear a high-pitched squeal, look out—the boss is about to fire a huge laser from the opening.

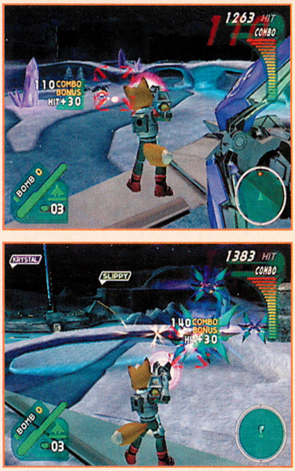

B TYPE
SMART BOMB
RETICLE LOCK-ON ENABLED

FINDING FOES


0323 HIT
98 COMBO
HIT+1
TARGET 02
BARRIER
BOMB
03
0449 HIT
120 COMBO
120 COMBO BONUS
HIT+30
TARGET 02

It can be hard to find enemies in the blizzard. Use the radar to track down large groups of foes, and watch for your targeting reticle to turn red—a sign that an enemy is in your sights.

THE CANNON!


1263 HIT
COMBO
110 COMBO BONUS
HIT+30
BOMB
03
KRYSTAL
SLIPPY
1383 HIT
COMBO
140 COMBO BONUS
HIT+30

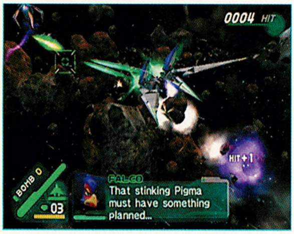
The plasma cannon is a rapid-fire blaster that never runs out of ammo. Since you aren't graded on accuracy, feel free to keep mashing the fire button during the entire flight—you'll have to gun down enemies on the ground and in the air. Ground-based foes appear on the radar as orange dots, while flying ones are blue. If an earthbound enemy locks on to you, Falco will shout a warning—blast it quickly or you'll take heavy damage.

MISSION 5: ASTEROID BELT

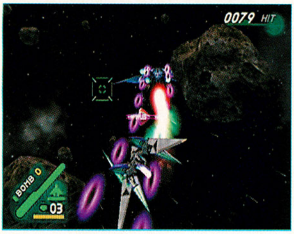
BRONZE: **400 HITS** SILVER: **1,000 HITS** GOLD: **2,100 HITS**

Pigma's long run from the law ends here! The portly porcine has hidden himself at the far edge of an asteroid belt, and only the Arwing can get you there. Reaching him in one piece, however, will require fancy flying and even faster gunning. Get on it.

NAVIGATE THE ASTEROID FIELD

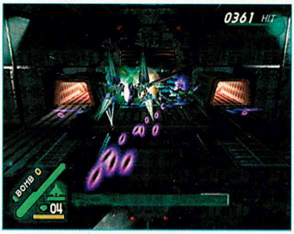


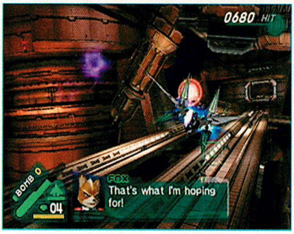
FALCO
That stinking Pigma must have something planned...



The brown asteroids can be blasted into small chunks, but the large gray ones are invulnerable. Keep shooting as you move through the level, and use charged shots to destroy enemies that fly close together. If you save an ally in trouble, he or she will drop a prize for you.

ENTER THE INFECTED BASE





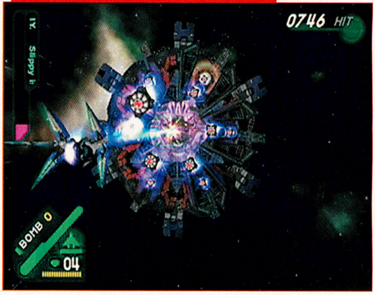
FOX
That's what I'm hoping for!

When you reach the base, you'll find enemies on its surface as well as in the sky. Shooting the turrets on the base will give you lots of combo points—blast all of them you can, then pick off flying enemies as they approach. When you enter narrow tunnels, stay near the middle of the screen so you don't crash.

MEDAL TIPS

Use your charged shots to nail enemy ships that fly in formation—you'll get a Group Bonus every time. The asteroids add a random element to the level, but enemies always appear in the same places. With enough gameplay, you can memorize their locations.

PIGMA

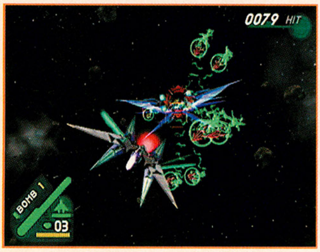


Pigma has turned into a rather disturbing creature. Wait for a pair of arms to move in front of the main body, then shoot them when they unfold. Doing so will expose a blue center that you must shoot several times. If an arm begins to glow, get out of the way—it's about to reach out and grab you. When all the arms are gone, shoot Pigma in the face. Roll to avoid the missiles, and move between corners of the screen when he belches fire.

BIG ENEMIES = BIG SCORE

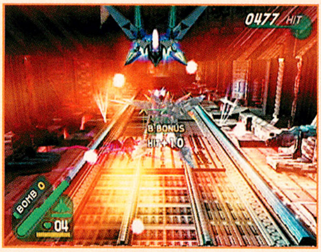
Two large enemies appear during the stage. They take a number of hits to destroy, but are well worth the trouble. You can get a lot of Group Bonuses by shooting the small creatures that accompany the large enemies.

THE FIRST LARGE ENEMY



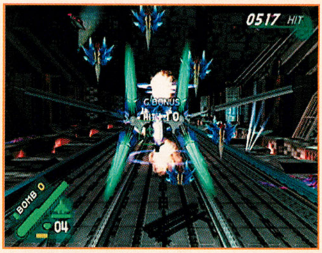
Fire away at the first big enemy as it approaches, then drop to the lower half of the screen to avoid its attack. When you wreck it, hit the brakes and blast the waves of enemies that arrive soon after.

THE SECOND LARGE ENEMY



The second large enemy is the prototype mech you fought earlier, but it's much more powerful. If you fire a smart bomb or charged shot just before it launches a group of satellites, you can blast them all in a single hit.

USE THE BRAKES



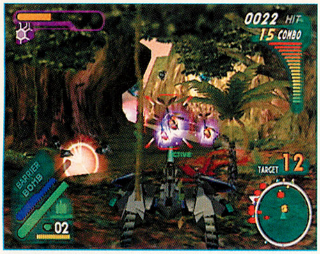
Brakes are bully, especially if you're going for a medal. Their stopping power will allow you to navigate through narrow passageways without taking damage, and to slow down to blast more enemies than you could while flying at full speed. Keep an eye on the yellow boost gauge in the lower left-hand corner of the screen—when it's out of juice, your brakes are useless. Save some braking power for the area just before the base—you'll need it to avoid a mass of asteroids.

MISSION 6: SAURIA

BRONZE: **350 HITS** SILVER: **1,000 HITS** GOLD: **2,300 HITS**

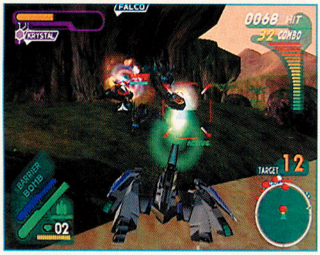
Sauria hasn't changed much since you visited it in Star Fox Adventures—it's still overrun by hordes of angry enemies. Put together massive combos while you sweep the place clean of evil hatchers.

PICK YOUR POISON


0022 HIT
15 COMBO
ACTIVE
TARGET 12
BARRIER
BOMB
02

When the level begins, you can access both an Arwing and a Landmaster. Hop in the tank and move southwest by following the river. If you blast enemies as you go, you can start building a massive combo right off the bat. Keep an eye on the sky as well as the ground.

TARRY AT THE HATCHERS

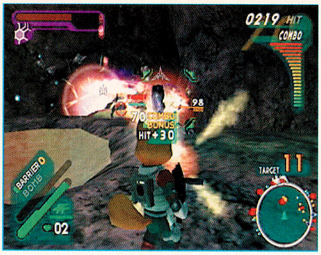

FALCO
KRYSTAL
0068 HIT
32 COMBO
ACTIVE
TARGET 12
BARRIER
BOMB
02

If you're looking to earn maximum points, don't blast a hatcher right away. Instead, wait for it to spawn all the enemies it can, then eliminate it. The Landmaster is great for fighting hatchers, but many of them can be reached only on foot. If you're playing on Gold difficulty, you'll also need the Arwing.

MEDAL TIPS

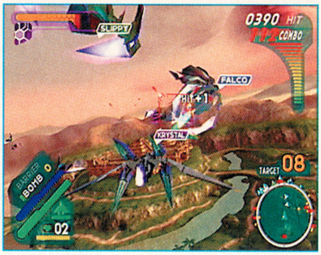
As soon as the stage opens, leap into the Landmaster and follow the river southwest. Take out the hatcher on the left side of the river, then drop to a lower path and enter the caves under the central temple. Once you clear out the caves, use the Arwing or Landmaster to empty the skies before moving to the smaller temples at the southern edge of the map. You'll want to park your vehicles in places where you can easily get in and out of them, and also keep an eye on the skies.

ENTER THE DEPTHS


0219 HIT
COMBO
70 COMBO BONUS
HIT+30
98
TARGET 11
BARRIER
BOMB
02

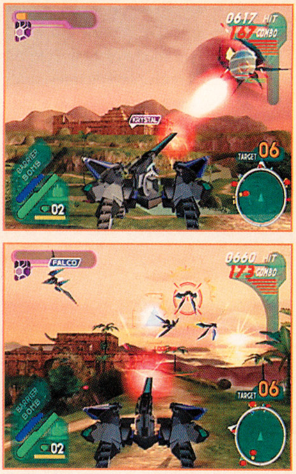
Enter the caves and temples to locate hatchers. The yellow enemies usually stick to walls or ceilings, and you may have to search a little bit to locate them. Be careful in the caves—it's easy to get cornered and overrun by multiple foes. The machine gun is quite useful in such tight confines.

AIR SUPPORT


SLIPPY
0390 HIT
COMBO
FALCO
HIT+1
KRYSTAL
TARGET 08
BARRIER
BOMB
02

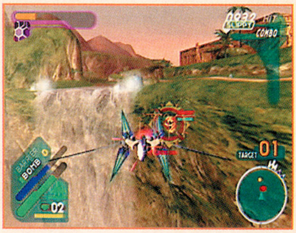
The meter in the top left-hand corner of the screen shows the airborne enemy threat level. When it gets beyond the halfway point, hop into an Arwing and take out the menaces—or use the Landmaster strategy shown to the right.

STAY GROUNDED


0617 HIT
167 COMBO
KRYSTAL
TARGET 06
BARRIER
BOMB
02
FALCO
0660 HIT
173 COMBO
TARGET 06
BARRIER
BOMB
02

When you're in the Arwing, it's sometimes tough to find a landing zone. If Falco or Slippy needs help and you don't want to mess with the airborne vehicle, hop into a Landmaster and use charged shots to take down your foes. Doing so will often help you continue a combo chain.

LONG WAY DOWN


SLIPPY
HIT
COMBO
TARGET 01
BARRIER
BOMB
02

Watch out for the edges of the map. If you're on land, it's possible to fall off the edge and plummet to your doom. If you're playing on Gold difficulty, however, you'll need to find a hatcher on the southeastern edge of the map. Use the Arwing to blast the beastie without risking your neck.

MASTERING MULTIPLAYER

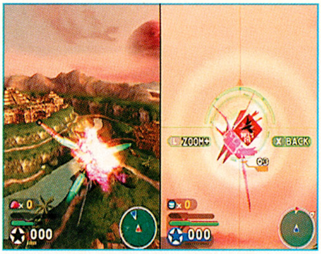
The multiplayer mode of Star Fox: Assault adds a ton of replay value—and like other well-respected multiplayer games, rule changes and new equipment can bring the fight to a whole new level. Take a peek at some of the madness the NP Krew came up with.

UNLOCKING CHARACTERS

110
200
x 1
x 0
000
001

There are two unlockable multiplayer characters: Peppy and Wolf. Peppy is opened by completing 15 battles in Vs. mode, and Wolf is unlocked when you collect all Ally Medals in Single mode. All the characters have different stats and skills—press X at the Select Player screen to see them.

UNLOCKING WEAPONS



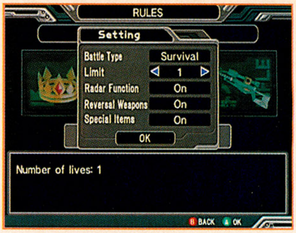
You can unlock five weapons, a vehicle and a handy tool (missile launcher, Gatling Gun, Fireburst Pod, cluster bomb, Sensor Rocket, Wolfen and booster pack) by playing Vs. battles. The gear unlocks at a steady pace, but you must play 200 battles to open everything. A final weapon, the Demon Sniper, is your reward for collecting all 50 flags in Single mode.

CUSTOMIZE YOUR BATTLES

000
000
x 0
000
x 0
000

By tweaking the rules and adding some new twists, you can make multiplayer games that match any taste. Here are some of our favorites for you to try: Turn off the radar on any Arwing-only level to create a new kind of hide-and-seek dogfight. Go to Fichina and limit the combatants to Landmasters only—no more hiding inside the control center! If you're in the mood for high-flying acrobatics, start a Booster Packs Brawl at the Inner Sargasso Hideout. Or you can steal a page from the time-honored tradition of dueling and play the game we've termed "Gentleman's Duel." You'll head into a small arena armed with only a blaster and the rules set to Sure-Shot Scuffle—no pickups allowed!

SAVE SOME TIME

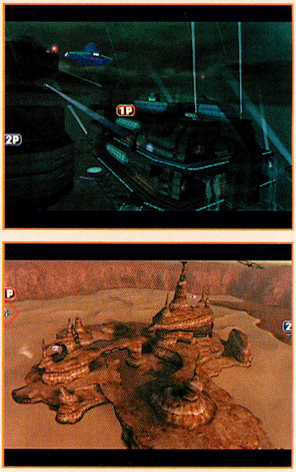


Battle Type Survival
Limit 1
Radar Function On
Reversal Weapons On
Special Items On

Number of lives: 1

If you're in a hurry to open all the unlockables, you can pull off a shortcut that makes Vs. Battles fly by. Press Y at the Stage Select screen to enter the Rules menu, then choose a Survival battle with a limit of one. Your matches will turn into one-hit-kill speedfests and let you unlock extras at a furious pace.

NEW ARENAS



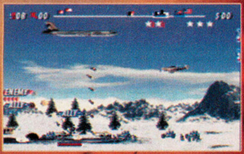
You can unlock 10 new levels for Vs. mode. Six (Inner Sargasso Hideout, Fichina, Planet Sauria, Corneria City, Space Station and Aparoid City) are unlocked by completing missions three through nine in Story mode (mission five doesn't open anything), but the others are tougher. You must finish 40, 60, 130 and 260 Vs. battles to unlock Titania Desert, Simple Map 4, Zoness Sea Base and Simple Map 5, respectively.

SOAR TO VICTORY!

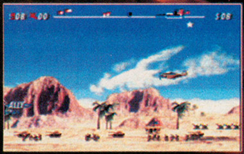
And by victory, we mean trash-talking your friends while dancing around the room after a particularly successful multiplayer round. Of course, you can do the same thing in Story mode, but no one will be around to admire your greatness. Such is the sad burden of the solo gamer.

SUPER
ARMY★WAR™

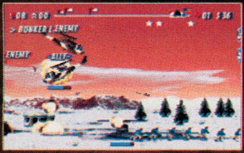
Be Proud. Be Strong. Be a One-Gamer Army.



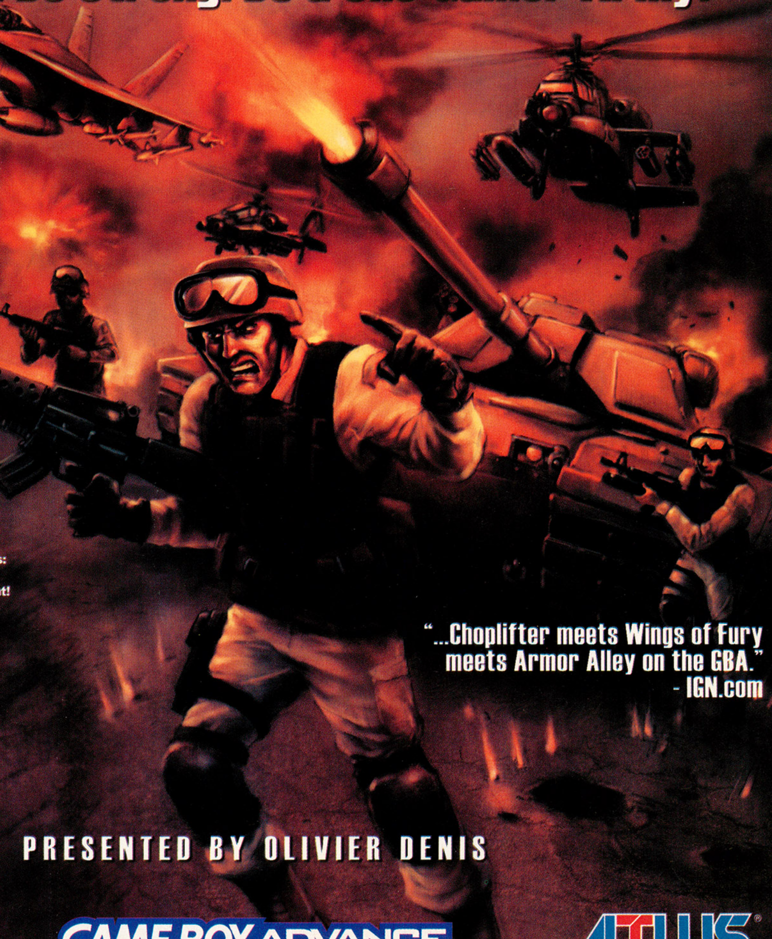
Undertake sixteen missions in a variety of terrain, including frozen wastelands and beachheads.



Take the helm of two different vehicles: chopper and fighter plane. Engage in fierce air-to-air and air-to-ground combat!



Create and manage ground forces in real-time!



"...Choplifter meets Wings of Fury meets Armor Alley on the GBA."
- IGN.com

PRESENTED BY OLIVIER DENIS

TEEN
T
CONTENT RATED BY ESRB

Mild Violence

GAME BOY ADVANCE

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DONKEY KONG JUNGLE BEAT!

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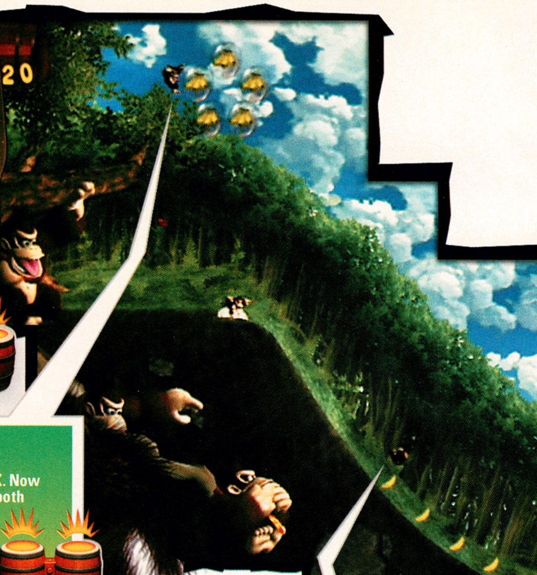


The right & left way to go

DKJB is no more of a rhythm-action game than Super Mario Bros. Timing's always been key for platformers. In DKJB, you'll make DK move left and right by hitting the corresponding bongo skin. If you slap it slowly, he'll lumber along. If you slap it fast, he'll run.

Hit the sky with both barrels

Every platformer hero has aped the button-driven jump, even DK. Now the big guy breaks from the pack with bongo power. Whale on both skins at once to make him jump. Just like in a run-of-the-mill platformer, he'll jump straight up from a dead stop, or left or right if he's been running.

Play with your food

Bananas are the mainstay of DK platformers. In DKJB, one fruit gives you one Beat Point when you move through it. (Yawn.) You can squeeze more points from each nanner you nab in a more dynamic way, like using the Clap Grab. A single clap causes DK to snatch every banana within reach. One fruit, double points. Multiple fruits, exponentially more.

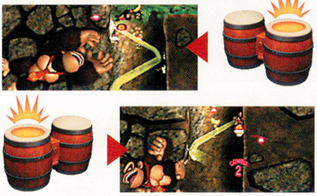
clap!

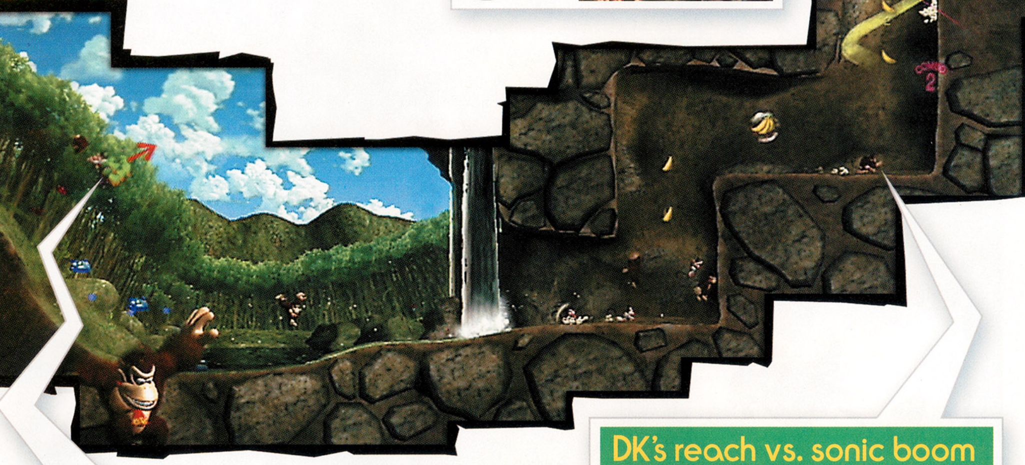
NP test-drove DKJB to the ends of the earth.

Donkey Kong has never stepped out of Mario's platforming shadow. There, we've said it. But, for that matter, neither has any other hyperkinetic mascot. Every hero who's run and jumped since Mario stole the spotlight in DK's 1981 arcade debut has been motivated by control sticks and buttons (though Mario's DS outing throws touch into the mix). Donkey Kong Jungle Beat gives the genre something it has sorely lacked all these years: muscle. Driven purely by the DK Bongos, the game is the most vividly engaging platformer we've played in . . . well, 24 years. With bongos in hand, we blasted through a few of DKJB's diverse ecosystems to bring you first details on how this game will change your platforming life.

Wall breakthrough

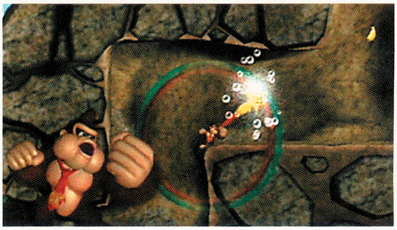
The Wall Jump, ever the athletic way to ascend when the elevator's out, has always been about timing—and bongo jumps drive home the point.





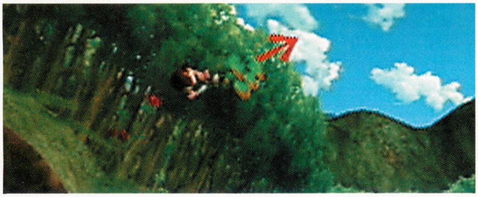
DK's reach vs. sonic boom

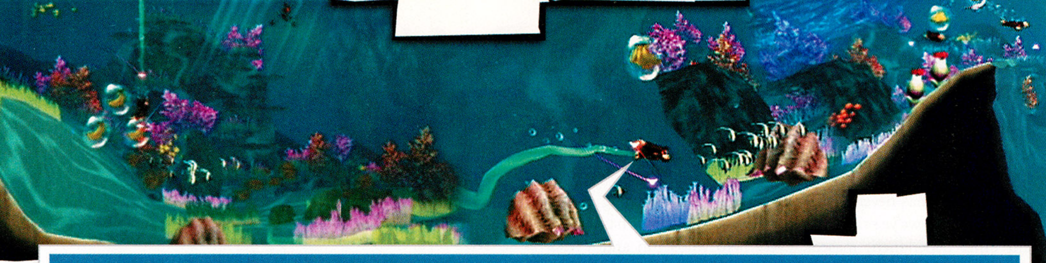
When you clap, DK will also clap or beat his chest, sending out sound waves that change from red (the length of DK's reach) to green (the far-reaching range of his boom influence). The difference: If he's far away from a bubble, his boom will pop the bubble and the bananas inside will fall to the ground; if he's right next to the bubble, he'll burst it and snatch up the fruits in one fell swoop.



Can someone give me a hand?

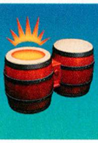
Clapping impacts DK's adventure in many ways other than letting you grab fruit. When you clap near a Boost Monkey hanging from branches, for example, he'll reach down and slingshot you in the direction of his arrow. Much of DKJB's challenge revolves around how to get the heavyweight to hard-to-reach spots, like those at nosebleed heights.

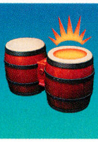


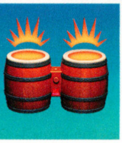


Bongo-fueled scuba

In other DKJB realms, you'll go on ocean dives where the DK Bongos work differently. Slap left or right slowly to swim in the corresponding direction; batter one more quickly to dive. Alternate between the two to head straight down; to swim directly upward, hit both skins at once.

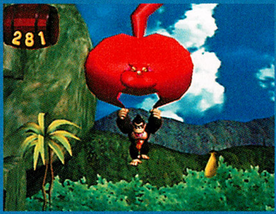






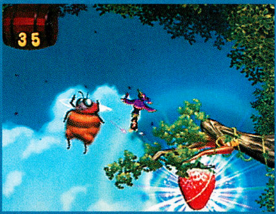
Drum roll, please!

Much of what makes DKJB so much fun is discovering how many effects the game's developers have tied to the bongos beyond the platforming basics. Here are just a few of the countless surprises.



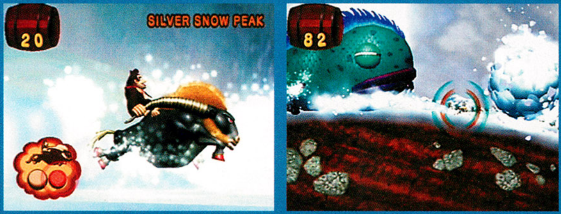
HIGH AS A KITE

You can latch on to a squirrely Flurl, then leap into the wild blue yonder to glide—your bud will catch air like a parachute.



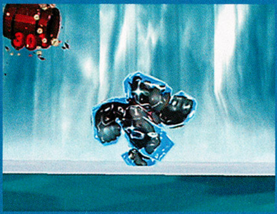
UP AND AT 'EM

After getting a handful of Helibird, you can make it flap upward by slapping the bongo skins. You'll drift down if you do nothing.



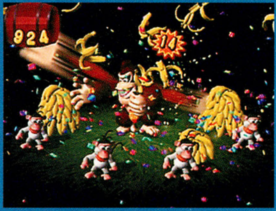
PEAK YOUR INTEREST

When you jump on the alpine Hoofer, you can speed and slow its rampage with the drums. You'll still use DK's claps—to wear down snowboulders, for instance.



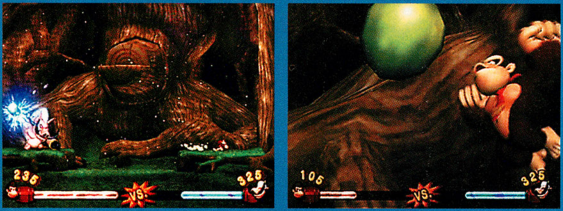
FREEZE FRAME

If DK gets frozen, you'll break him free after you batter the drums enough.



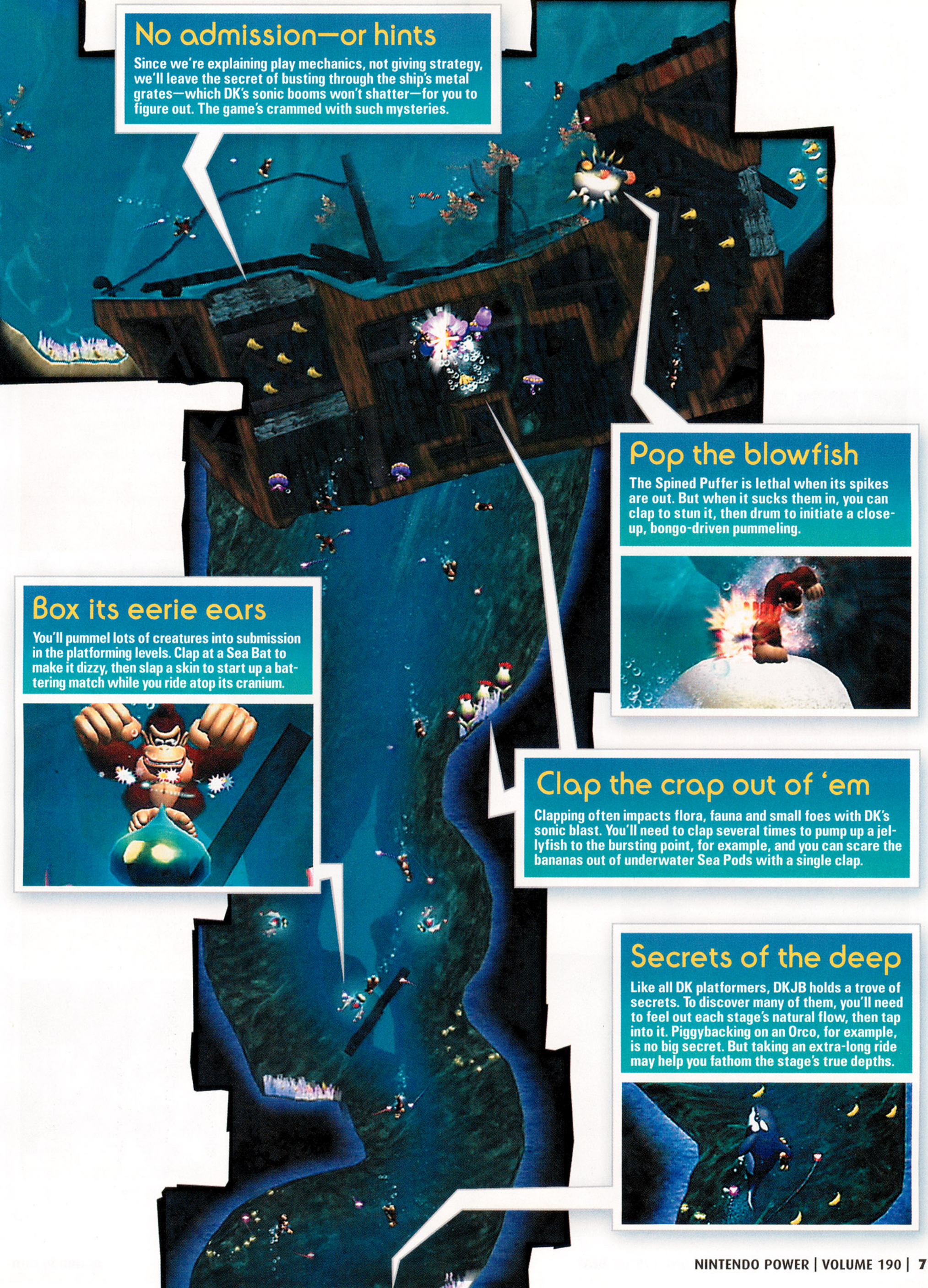
APPEALING FINALE

Each stage ends with a banana smorgasbord—pound fast for more.



BEAT DOWN FREAKY BOSSES

Each region—two stages per—ends with a crazy boss fight. Every one demands a completely different bongo strategy that calls for experimentation.



No admission—or hints

Since we're explaining play mechanics, not giving strategy, we'll leave the secret of busting through the ship's metal grates—which DK's sonic booms won't shatter—for you to figure out. The game's crammed with such mysteries.

Pop the blowfish

The Spined Puffer is lethal when its spikes are out. But when it sucks them in, you can clap to stun it, then drum to initiate a close-up, bongo-driven pummeling.

Box its eerie ears

You'll pummel lots of creatures into submission in the platforming levels. Clap at a Sea Bat to make it dizzy, then slap a skin to start up a battering match while you ride atop its cranium.

Clap the crap out of 'em

Clapping often impacts flora, fauna and small foes with DK's sonic blast. You'll need to clap several times to pump up a jellyfish to the bursting point, for example, and you can scare the bananas out of underwater Sea Pods with a single clap.

Secrets of the deep

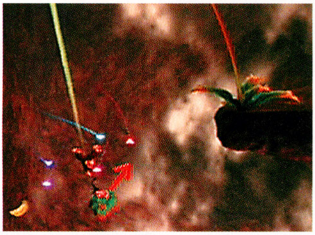
Like all DK platformers, DKJB holds a trove of secrets. To discover many of them, you'll need to feel out each stage's natural flow, then tap into it. Piggybacking on an Orco, for example, is no big secret. But taking an extra-long ride may help you fathom the stage's true depths.

Combos for daredevils

Squeezing a boatload of Beat Points from each stage's bananas is very important, since higher point totals lead to unlocking more of DKJB's world faster. And combos are key to getting more points from each banana. The more acrobatic tricks you string together—while never touching ground or suffering damage—the higher your combo multiplier will rise. In the example on this page, DK builds a five-times point multiplier by the time he reaches the top of the lava shaft. Any bananas he collects before touching down score him quintupled Beat Points.

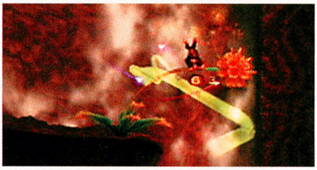
Second chances

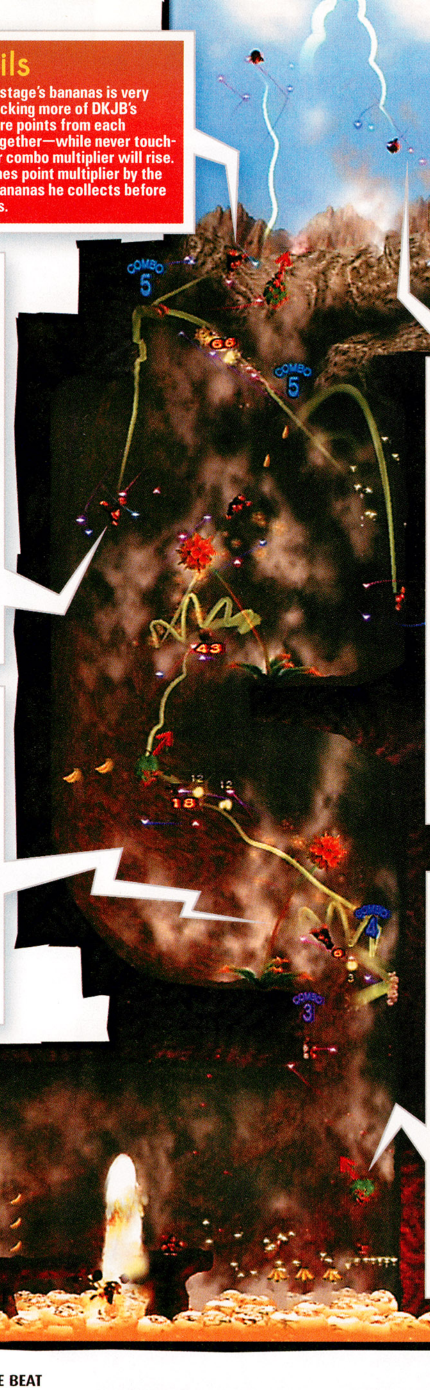
Even though DK failed to latch on to the Boost Monkey that would slingshot him out of the lava shaft, he didn't lose his running combo. He never touched ground, instead grabbing a much lower Boost Monkey and restarting his shaft climb.



Improvised catapult

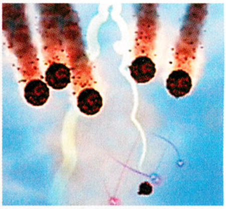
If you hop onto the giant Banandelion then scurry up to its flower by battering the right and left bongo skins, you can bend the Banandelion back so far that it catapults you high in the air.





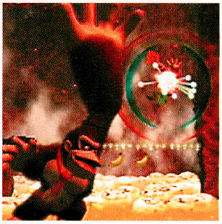
Meteoric ascent

Just as DK soars out the top of the shaft (thanks to a Boost Monkey), meteors scream toward his midair position. With a quick clap, you can obliterate them with a sonic boom. Each explodes into a shower of bananas—a piñata of huge points after a combo run.



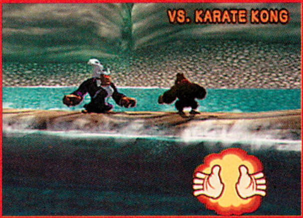
Take off!

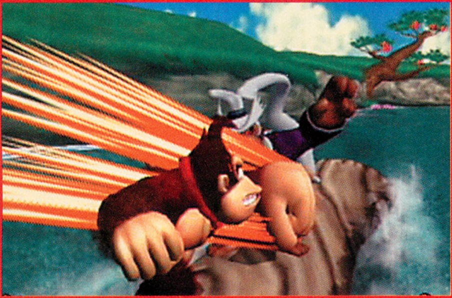
In this example, DK starts his combo by grabbing the Boost Monkey at the very bottom of the lava shaft. To keep (and build upon) it, he needs to advance all the way up the shaft without touching the ground or taking damage.

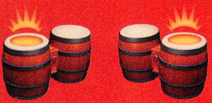


Punch the Kongs out of their realms

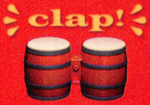
Donkey Kong Jungle Beat draws upon more than Mario's platforming heritage. Another huge part of the bongo-driven experience is descended from another Nintendo classic: the Punch-Out!! series. When you face one of the game's brutal Kongs, the gameplay switches from platforming to fighting. No matter what the opponent ape's battle style is—straight-out boxing or martial arts—you'll use the DK Bongos to fire haymakers at your foe.



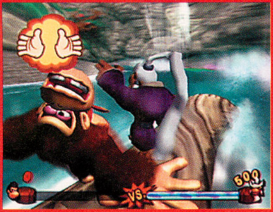




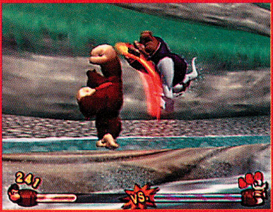
COME OUT SWINGING
To throw a left or a right punch, bash the corresponding drum. Sound easy? It's all in the timing.

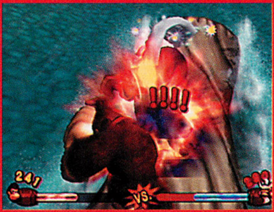


DODGE THE BLOWS
For each hit you take, you'll lose some of the Beat Points that you gathered before the fight. With tough dudes like Karate Kong kicking your chops, you'll hemmorhage points if you don't dodge the blows—clap to avoid impact.



DK CAN GET KO'D
If Donkey Kong loses all of his Beat Points, he'll be knocked out.





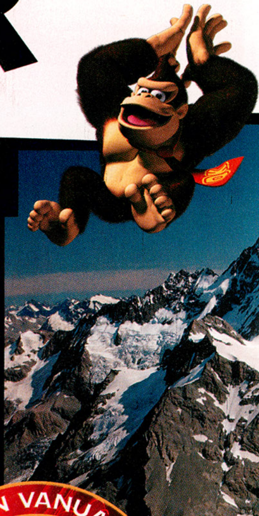
STUN, THEN SHOW HIM YOUR GUNS
After you connect one hit on your sparring partner, you can hammer away with a flurry of punches while he's stunned, but only for a short time.

A quantum leap in platforming

It's like driving a car for the first time. Just like you're shocked that your hands contain the godlike power to make a jalopy careen through traffic at 65 mph, you'll be floored by how directly you'll feel connected to a muscular platform adventure fueled by the DK Bongos. When the game hits the streets on March 14, you'll be able to get it with or without bongos—$54.99 or $39.99 MSRP, respectively. Good option, since lots of gamers who bought Donkey Konga last fall already have the DK Bongos. We'll have an in-depth look at the sprawling realms of DKJB and its many secrets in our next issue—a vast world of intense platforming awaits the daring gamer.

VOLCANO GLACIER DESERT OCEAN

Donkey Kong Jungle Beat braves the extremes, and so will one extremely lucky winner!

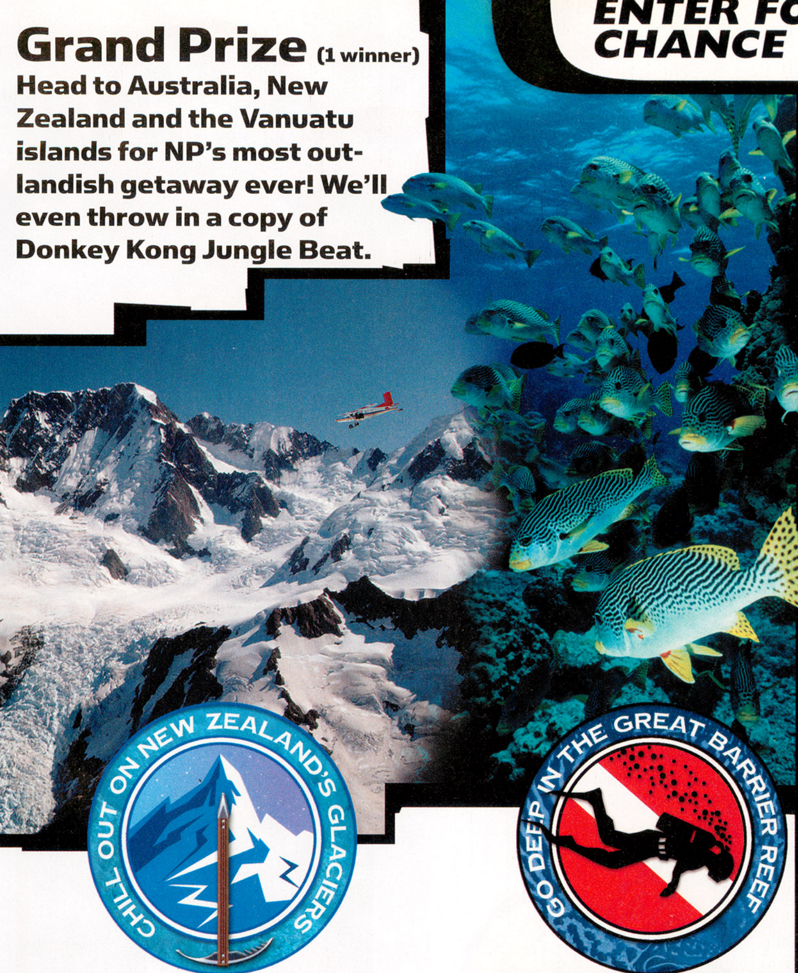


FEAR ACROSS THE AUSTRALIAN OUTBACK
FEEL THE HEAT ON VANUATU'S MT. YASUR

ENTER FOR A CHANCE TO WIN!

Grand Prize (1 winner)

Head to Australia, New Zealand and the Vanuatu islands for NP's most outlandish getaway ever! We'll even throw in a copy of Donkey Kong Jungle Beat.


CHILL OUT ON NEW ZEALAND'S GLACIERS
GO DEEP IN THE GREAT BARRIER REEF

2nd Prize (20 winners)

You'll drum and clap through extreme challenges with your copy of DKJB and a set of DK bongos.

DONKEY KONG JUNGLE BEAT
A DK Adventure with Bongo-Pounding Controls!
RP
Nintendo

3rd Prize (50 winners)

Outfit yourself for adventure with NP's official 2005 T-shirt.

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RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

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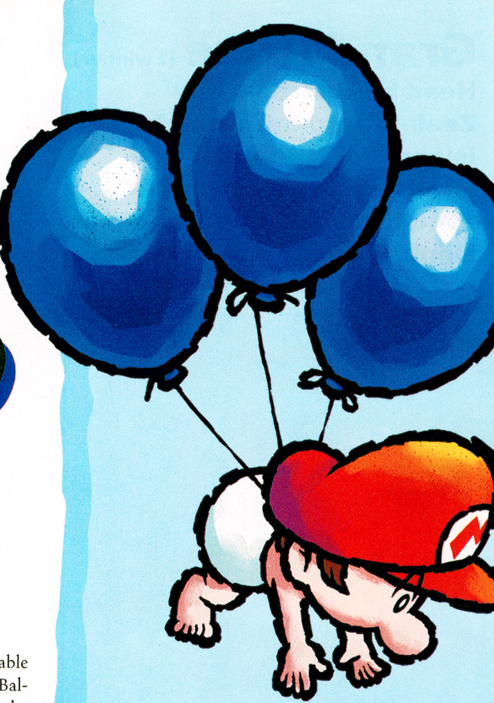
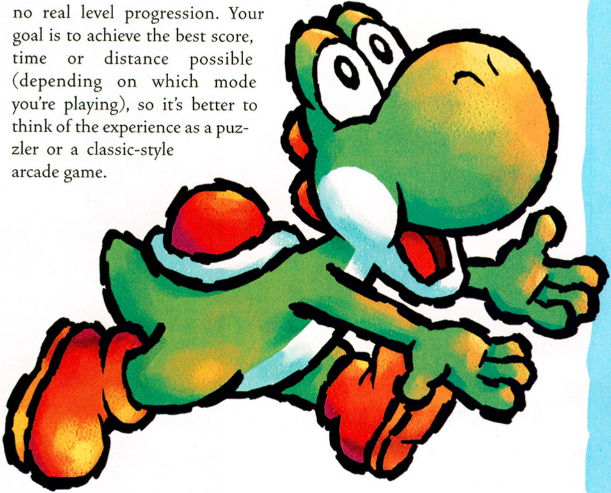
One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 4/1/05 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 4/20/05, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 5/20/05. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 71 will win a prize. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/20/05) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) winner will receive an extreme vacation for two (2) to visit Australia, New Zealand and the South Pacific, $5,000 US dollars in spending money, a Donkey Kong Jungle Beat video game for the Nintendo GameCube video game system, and a Bongo controller. Approximate Retail Value (ARV) of Grand prize package is $20,000.00. Actual dates of trip to be determined by Sponsor, trip to be completed by 10/31/05. If winner is under 18 years of age, winner must be accompanied by parent or guardian. Second Prizes: Twenty (20) Second Prize winners will each receive a Donkey Kong Jungle Beat video game for the Nintendo GameCube and a Bongo controller ARV: $55.00 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. All Federal, State, and local taxes associated with the receipt or use of any prizes are the sole responsibility of the winner. Winners will be solely responsible for all shipping, handling, insurance and transportation costs associated with the delivery of any prize. Winners (and if winner is a minor his or her parent/legal guardian), and guest may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. Airline and hotel accommodations will be selected by Sponsor at its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2005 by Nintendo of America Inc.

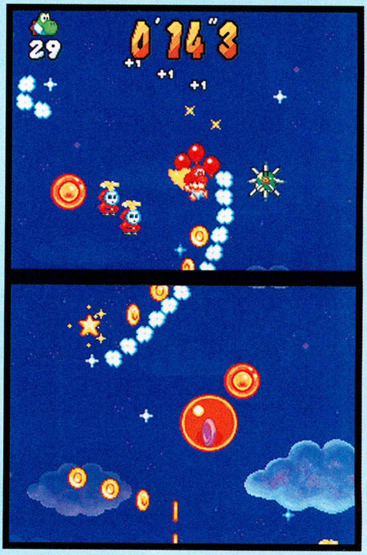
YOSHI Touch & Go



YOSHI TAKES MARIO AND THE DS TOUCH SCREEN ON A JOY RIDE.

When the Nintendo DS was unveiled at last year's E^3, one of the playable demos that best showed off the system's unique capabilities was called Balloon Trip. It required showgoers to draw clouds in the sky, directing Baby Mario away from enemies and obstacles as he floated toward the ground. That demo has since evolved into Yoshi Touch & Go, pairing the infant with the voracious dinosaur who first toted him around in Yoshi's Island. While it may look reminiscent of that Super NES classic, to call Touch & Go a platformer would be something of a misnomer—there are no bosses and no real level progression. Your goal is to achieve the best score, time or distance possible (depending on which mode you're playing), so it's better to think of the experience as a puzzler or a classic-style arcade game.





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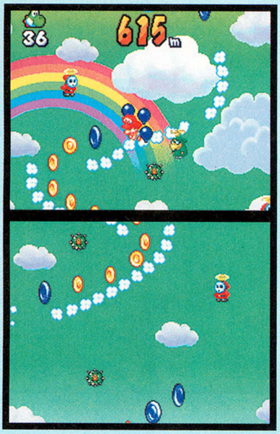
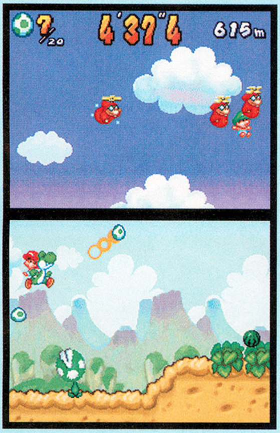
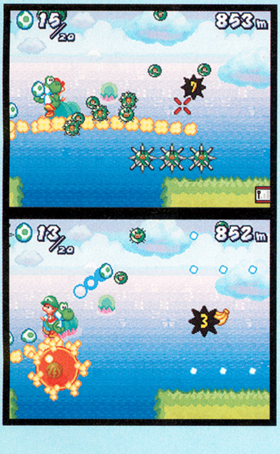






TOUCHY FEELY

The action is divided into two sections. You begin with a vertically scrolling level similar to the Balloon Trip demo. As you guide Baby Mario's descent, you must collect as many coins as possible while preventing baddies from popping the balloons tied around his waist. You can either sketch clouds to lead the wee hero away from the evildoers, or draw circles around the enemies to capture them in bubbles, thus turning them into coins (which you can propel toward the falling infant with a stroke of the stylus). When you finally reach the ground, a Yoshi will be there to catch Baby Mario in the nick of time. The total number of coins you've acquired will determine the Yoshi's color, as well as how many eggs he can carry (more on that in a moment).

The game then transitions to a side-scrolling level where Yoshi moves forward continuously on his own. Your job is to create a safe path for the dinosaur and his young rider. You'll draw clouds to serve as bridges, and eliminate enemies by encircling them or tapping the screen to hurl an egg. You can also touch Yoshi's feet to make him jump, then touch them again to give him an extra boost. The touch-screen controls are simple and easy to master, but this is no game for babies. The play area extends to both screens, and things can get pretty frantic at times. With coins to snag, egg-replenishing fruits to scarf down and myriad dangers to avoid, there's a lot to keep track of. The game's cheery aesthetic belies a surprisingly stiff challenge.

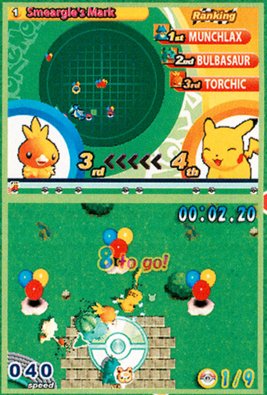
Each of Touch & Go's five play modes presents a different objective and additional play mechanics. In the never-ending Marathon mode, for instance, your goal is to see how far you can travel before you kick the bucket. Whenever you collect 100 coins, you'll earn a cape that renders Baby Mario invincible as he dismounts Yoshi for a brief time and dashes across the level. Time Attack, on the other hand, requires you to chase four flying Shy Guys who are trying to kidnap Baby Luigi, and shoot them down as quickly as you can. There's also Score Attack mode (rack up as many points as possible), Challenge mode (grab coins to extend your play time) and Vs. mode. The latter pits you in a wireless race against a friend and requires only a single game pak.

IT'S GO TIME

Yoshi Touch & Go offers a unique exprience that wouldn't be possible on any other hardware. And like any good puzzle game, the clever level design provides plenty of replay value as you look for new ways to take advantage of the game's combo system. (You'll earn bonus coins if you hit five or more targets with an egg or capture multiple enemies in a single bubble.) The presentation is also eminently charming, with hand-drawn backgrounds that feature some impressive parallax. We'll find out if it all comes together when Nintendo delivers Yoshi Touch & Go to these shores in March. 🍄

POKéMON DASH

Pokémon fans, start your engines. We've got the scoop on Dash.


1 Smeargle's Mark
Ranking
1st MUNCHLAX
2nd BULBASAUR
3rd TORCHIC
3rd
4th
00:02.20
8 to go!
040
speed
1/9

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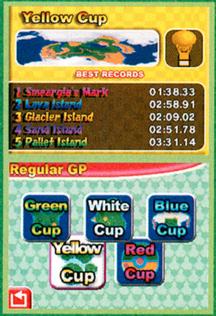
Developed by Ambrella.

BREAKING AWAY

Everyone's favorite Electric-type Pokémon is back in action with a brand new DS exclusive. Pokémon Dash is a frantic racing outing that lets veteran Pokémon Trainers and newcomers to the series guide Pikachu through a variety of checkpoint challenges spread across multiple environments. Instead of battling your adversaries in turn-based combat, your sole goal is to sprint to the end ahead of your human or computer opponents. But there's more depth to Dash than meets the eye. Read on for details about this innovative new direction for the Pokémon series.


Yellow Cup
BEST RECORDS

1 Smeargle's Mark	01:38.33
2 Lava Island	02:58.91
3 Glacier Island	02:09.02
4 Sand Island	02:51.78
5 Pallet Island	03:31.14

Regular GP
Green Cup
White Cup
Blue Cup
Yellow Cup
Red Cup

The Regular GP circuit consists of five colored cup challenges. Each challenge is made up of five separate races of increasing difficulty.

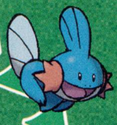
By Land, Sea and Air

The courses in Pokémon Dash aren't your average NASCAR ovals, but huge, varied landscapes with distant checkpoints. Thankfully, Pikachu's got a few tricks to speed things up.

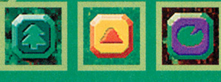
You'll use the stylus exclusively to pilot your yellow friend over land, sea and air. Quick, sweeping motions on the touch screen will speed Pikachu in the desired direction. Grab a balloon cluster to float over thick forests, sandy beaches or vast oceans. You can also hop on the back of a giant Lapras and sail from island to island. A handy map on the upper screen shows you the next checkpoint.

Sport-Utility Pokémon

Pikachu and his competitors can zip through just about any environment on their own. Beware of rough spots and dangerous terrain that could trip you up.

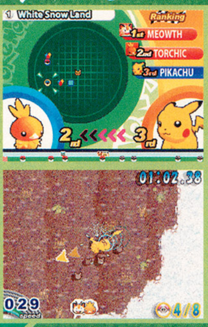


Speed It Up



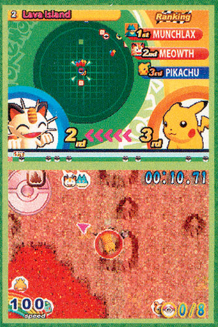
Power-ups enable you to travel faster over areas like thick woods, sandy beaches and swampland that normally slow your progress.

Liquid Danger


1 White Snow Land
Ranking
1st MEOWTH
2nd TORCHIC
3rd PIKACHU
2nd
3rd
01:02.38
029
speed
4/8

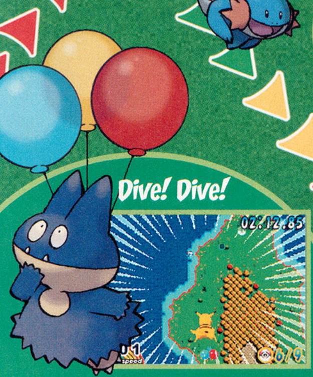
Don't tread water for long, or else your Pokémon will faint, wasting precious seconds. Avoid lava pools, as they will scald Pikachu.

Around the Bend


2 Lava Island
Ranking
1st MUNCHLAX
2nd MEOWTH
3rd PIKACHU
2nd
3rd
00:10.71
100
speed
0/8

Sometimes the shortest distance between checkpoints is not a straight line. Learn a course's layout and negotiate hazards to get the upper hand.

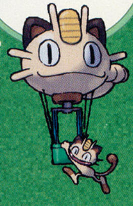
Dive! Dive!


02:12.85
speed
6/9

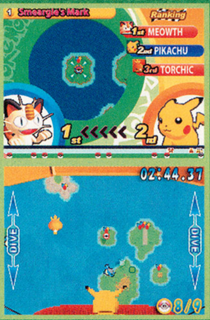
Pop balloons to hasten your descent, but take care to land on suitable ground or else you'll stun Pikachu. Avoid crashing into trees or you'll get tangled up and be forced to retry your landing.

Take the High Road . . .

You'll be forced to make some quick decisions. The right choice of transportation can shave seconds off your total time and give you some breathing room from the Pokémon hot on your tail.

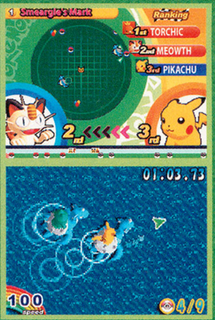


Air Travel


1 Smeargle's Mark
Ranking
1st MEOWTH
2nd PIKACHU
3rd TORCHIC
1st
2nd
02:44.37
DIVE
DIVE
8/9

You'll fly great distances while airborne. Make sure you're headed toward the right checkpoint before you land!

Cruisin'


1 Smeargle's Mark
Ranking
1st TORCHIC
2nd MEOWTH
3rd PIKACHU
2nd
3rd
01:03.73
100
speed
4/9

When you see a Lapras, ride on its back to your next destination. Control your movement the same way as on land.

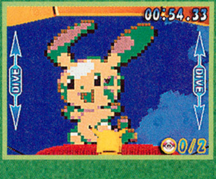
Six-Player Party

Gather your friends and start a racing club for some midday stress relief in the lunchroom or outside for some fresh-air fun.

Wireless Link

Pokémon Dash supports six-player wireless competition. Each contestant must use his or her own game pak.

MASTER OF UNLOCKING


00:54.33
DIVE
DIVE
0/2

After you complete the Regular GP circuit, you'll unlock a special mode that enables you to download courses from existing Pokémon GBA game paks. Each of the courses will reflect a Pokémon from your currently selected party!

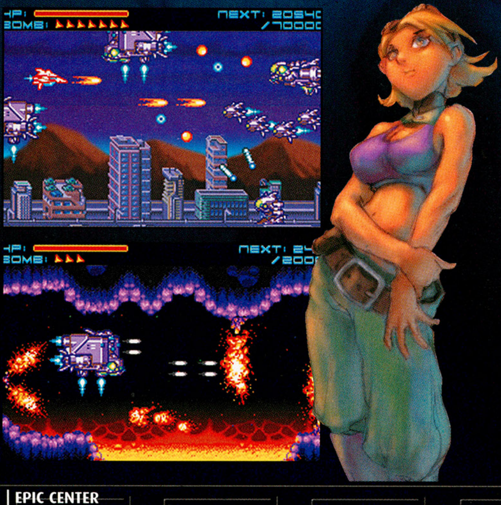
EPIC CENTER

We're on fire! Our passion for new Fire Emblem games cannot be quenched, and we've got news and screenshots that are smokin'! Oh, and another update on the promising Sigma Star Saga, which unfortunately doesn't lend itself to fire-based puns.

EPIC NEWS

The Saga Begins

Two issues ago, we broke the story of Sigma Star Saga, a GBA exclusive that combines the RPG and space-shooter genres into one crazy game. Since then we've been pressing Namco for more information, and we've pried loose some tasty tidbits—the first of which are two brand-new screenshots of the shooter levels. With a graphic style that seems to take a page from the Gradius and R-Type games, the meat of Sigma's shooter gameplay looks tasty. Namco also slipped us a high-res render of a mysterious woman named Scarlett, whose bare midriff, muscled arms and haughty expression demonstrate a willingness to leap into battle at a moment's notice. (Or perhaps she's evil. Stay tuned.)

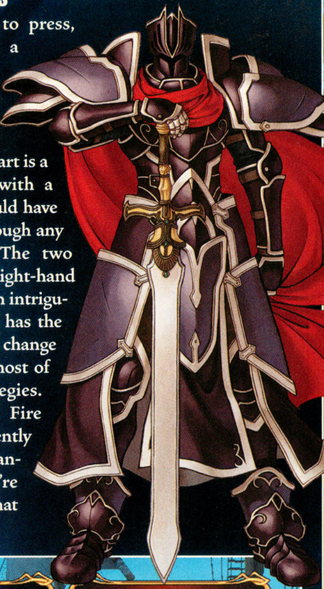


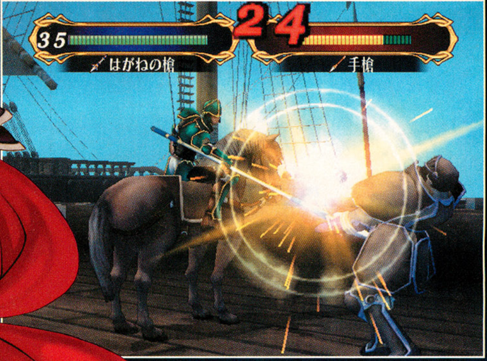
The developer of Sigma Star Saga, Wayforward, also let fly with a bunch of new info. The hero now has a name (Ian Recker) and a more established background. It seems that Mr. Recker used to be a fighter pilot on Earth, but his skills with a plane got him recruited to a group of interspace flyers called Sigma Team, who launched the first successful counterattack against the alien Krill. During the game's flying portions, Ian will hop into one of six fighters—everything from an Earth Fighter to a special Krill Creeper that walks and hops along the screen. You'll gain experience by shooting enemies as you fly. Each time you gain a certain amount of experience, Ian will level up and his weapons will deal additional damage. Wayforward estimates that the average player will level up five times during each chapter, which means we're in for a goodly amount of shooting. (Sigma Star Saga is divided into five worlds—including desert, forest and ice worlds—and each contains multiple areas both on foot and in the sky.)

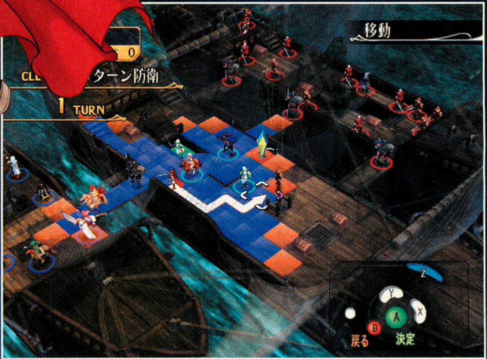
All of the information we've received points to this being one of the most intriguing titles to appear on the GBA in some time. Next month we'll be taking a trip south to visit the Wayforward gents in person and to get some hands-on time with the game, and we're hoping to return with concept art, enemy breakdowns and all the other hard-core RPG goodies that you hunger for.

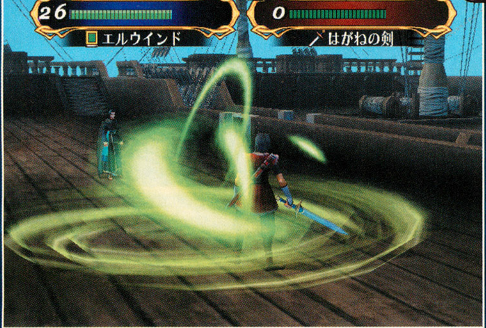
The Cube Still Burns

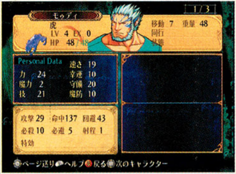
Just before we went to press, Epic Center received a batch of screenshots and artwork for the upcoming GCN Fire Emblem game. The large piece of character art is a type of knight, and with a sword that big, he should have no problem slicing through any enemy in his path. The two smaller shots on the right-hand side of the page show an intriguing new character who has the ability to transform—a change that could make for a host of new in-combat strategies. Though the GCN Fire Emblem game is currently announced for the Japanese market only, we're hoping and praying that it hits our shores soon.










モゥディ

1/3

虎

LV 4 EX 0

HP 48/48

移動 7 重量 48

同行

状態

Personal Data

力 24

魔力 2

技 21

速さ 19

幸運 10

守備 20

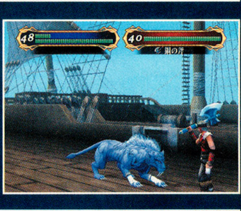
魔防 10

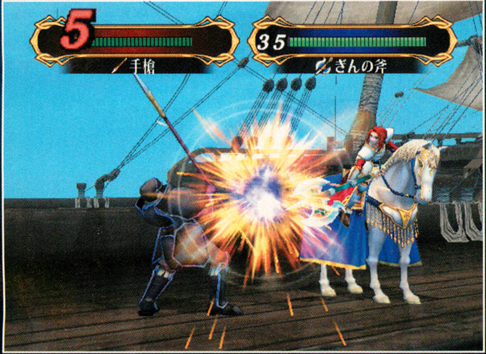
攻撃 29 命中137 回避43

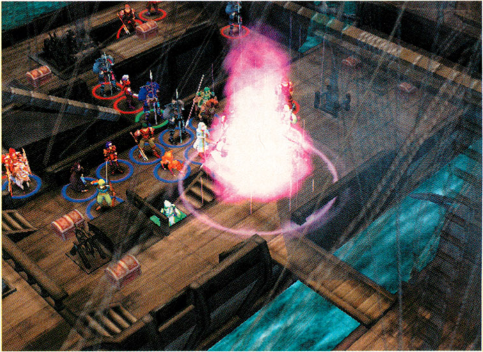
必殺10 必避 5 射程 1

特効

ページ送り ヘルプ 戻る 次のキャラクター







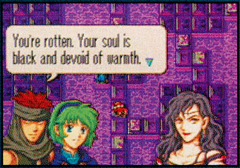
EPIC PREVIEW

Sharpened swords. Powerful magic. Unbridled melodrama. The convergence of these three forces can mean only one thing—there's a new Fire Emblem game in town.

FIRE EMBLEM™
THE SACRED STONES

A Brief History of Fire

The Fire Emblem series has been a mainstay of Japanese gaming since the days of the Famicom, but North American players have experienced only one game. Simply called Fire Emblem, the Game Boy Advance title was released in November of 2003, a year that was crowded with blockbuster GBA RPGs. Faced with hugely popular games such as Final Fantasy Tactics Advance, Sword of Mana and Golden Sun: The Lost Age, Fire Emblem's initial launch was something of a muted affair. But as people played the title, word spread as to its brilliance, and a cult following soon sprung up around the adventures of Lyn, Eliwood, Hector and the gang. In the end, the game sold well and created a new fanbase of English-speaking Fire Emblem devotees with one question on their minds—when will another game come out? Worry and wait no more, Epic faithful ... that day is almost here. After much cajoling and pleading, the Epic editors finally procured an English copy of the upcoming Fire Emblem: The Sacred Stones, and we're proud to present a hands-on preview of the new game in all its medieval glory.



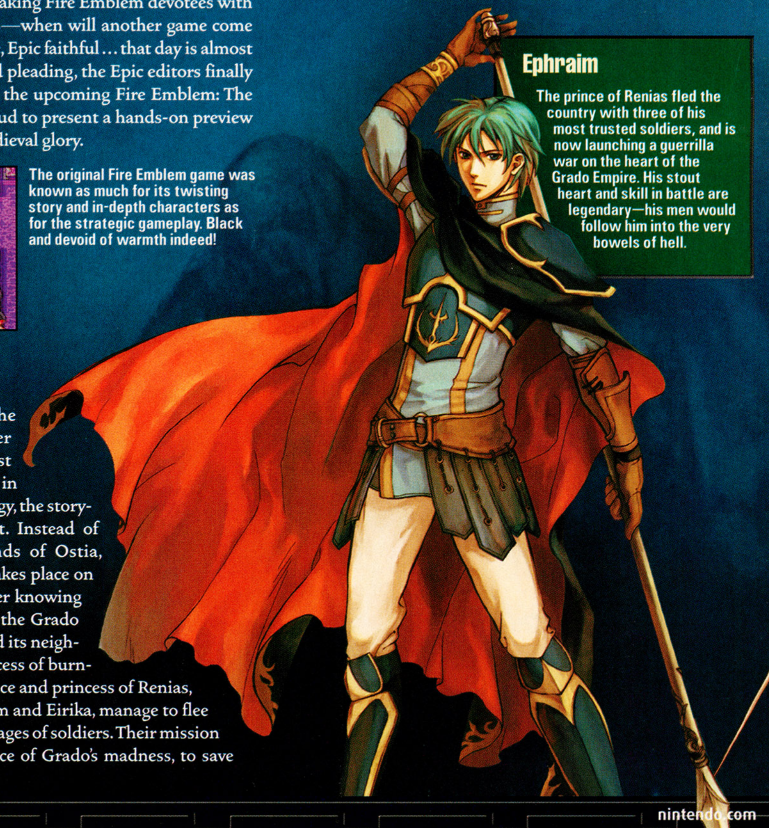
You're rotten. Your soul is black and devoid of warmth.

The original Fire Emblem game was known as much for its twisting story and in-depth characters as for the strategic gameplay. Black and devoid of warmth indeed!

A New Age Is Rising

While Fire Emblem: The Sacred Stones (hereafter known as FE: SS) is almost identical to its predecessor in terms of gameplay and strategy, the storyline diverges from the start. Instead of wandering around the lands of Ostia, Etruria and Pherae, FE: SS takes place on the continent of Magvel. After knowing peace for many generations, the Grado Empire has suddenly invaded its neighbor, Renias, and is in the process of burning it to the ground. The prince and princess of Renias, a pair of twins called Ephraim and Eirika, manage to flee the assault with small entourages of soldiers. Their mission is clear: to discover the source of Grado's madness, to save their kingdom and to protect the magical items known as the Sacred Stones.

Five of the six countries in Magvel—Renias, Frelia, Jehanna, Rausten and Grado—possess a Sacred Stone. (There is also a mercantile republic called Carcino, but it is a young state and does not possess a stone.) Long ago, the stones were used to imprison the soul of an evil entity called the Demon King, and ever since they have brought peace and prosperity to the world. But Grado's emperor is on a quest to find and destroy the five stones—a plot that, if successful, would unleash a terrible evil back into the world. Time to get fighting!

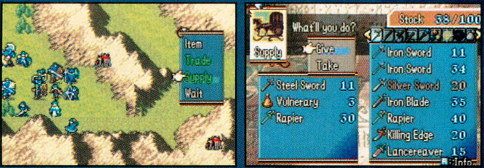


Ephraim

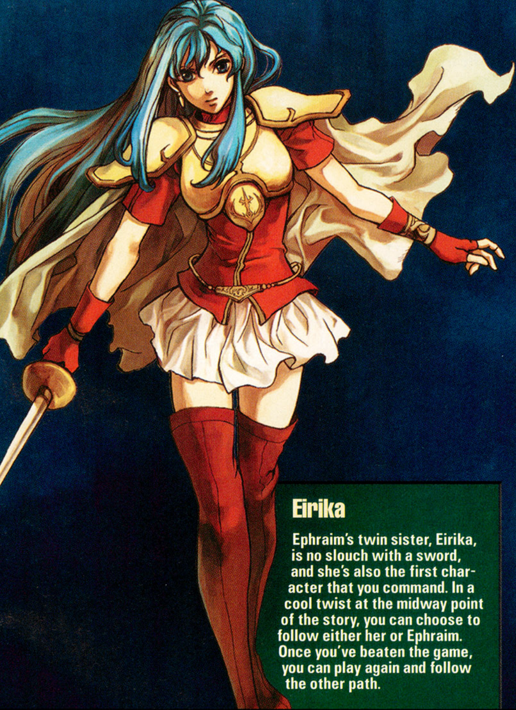
The prince of Renias fled the country with three of his most trusted soldiers, and is now launching a guerrilla war on the heart of the Grado Empire. His stout heart and skill in battle are legendary—his men would follow him into the very bowels of hell.

Fiddling with the Basics

You'll notice some basic gameplay differences between the first Fire Emblem and FE: SS right away. First and foremost, the player (that would be you) is no longer a wandering tactician who commands troops around the battlefield. Instead you control the characters directly, as you would in most other strategy games. This doesn't make a bit of difference in terms of gameplay; but it does mean that FE: SS lacks the charming cut-scenes in which characters turn to the screen and speak to you directly. Another change has to do with the merchant. Rather than hooking up with your party after you've played a number of missions, you'll have the shopkeep right off the bat. The merchant is no longer a mobile unit that you deploy on the battlefield, but rather a character that you can access from almost any point in a fight, as long as you're next to either Ephraim or Eirika.



The merchant can hold up to 100 items in his inventory, and you can send items to him automatically in the middle of the battle. It's a super-handy way to keep your troops armed and ready for anything.

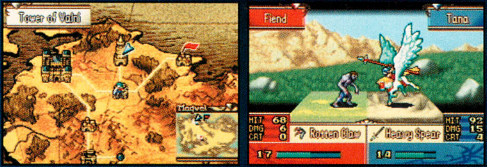


Eirika

Ephraim's twin sister, Eirika, is no slouch with a sword, and she's also the first character that you command. In a cool twist at the midway point of the story, you can choose to follow either her or Ephraim. Once you've beaten the game, you can play again and follow the other path.

Wandering the World

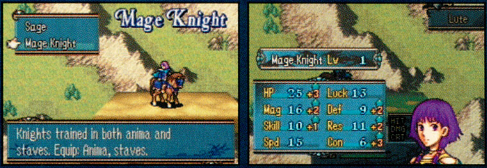
FE: SS gives you more control over party movement. After the first few missions, you'll gain access to a world map that shows all the locations you've visited. Like in the Ogre Battle series, you can move freely between areas and even fight monsters that appear in different locations. (The brawls are optional, but you won't be able to pass that way until you clear out the fiends.) In addition, you can take up arms against the beasts in a location called the Tower of Valni—a multistory building that contains dozens upon dozens of evil beasts. As you can return to the tower as often as you want, it throws a curveball at the well-balanced leveling-up system that is the backbone of the Fire Emblem series. In both the tower and any monster battles that you fight, you can leave the action at almost any time by choosing the Retreat command. In essence, both skirmishes function as large-scale arenas where you can level up your characters, but without the tedious one-person-per-turn nature of the arenas in the last FE.



When you go back to an area that you've already cleared, you can access any armories or shops there. You won't be able to wander the town or fight, however, unless the place gets infested by monsters. The new monster battles are some of the toughest in the game, as many of the creatures have a ton of HP.

Fight Makes Might

The combat system is basically unchanged from FE (why mess with perfection?), but there are a couple of new touches. In addition to familiar classes like Lords and Pirates, you can also take control of new units such as Mage Knights—masters of destruction that can use both weapons and magic. In addition, characters can now choose between two classes when they level up. An Archer, for example, can become either a deadly Sniper or a horse-mounted Ranger.



Knights trained in both anima and staves. Equip: Anima, staves.

Leveling up works in a very familiar way. Once a character hits level 10, he or she can turn into one of two new classes (if you have the proper item). Though it's always good strategy to max out your initial experience points before leveling up, new classes and better stats make it hard to resist.

The Monsters Are Coming!

Even with all the upgrades, FE: SS still works and feels very much like the first game. You'll need to plan. You'll have to be smart. You'll weep like a baby every time a character gets killed off. Look for more coverage as we build up to the game's launch in 2005.

MARIO PARTY® ADVANCE

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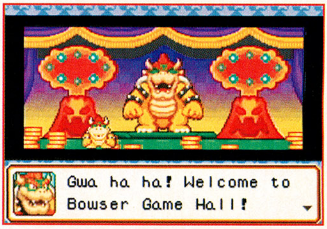
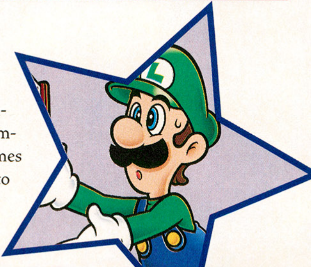
A BRAND-NEW PARTY



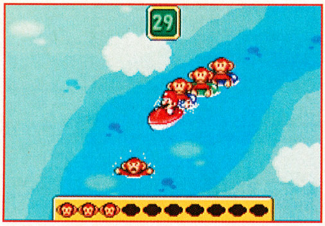
Gwa ha ha! Welcome to Bowser Game Hall!

For many years, Mario Party has been synonymous with raucous multiplayer minigames and cut-throat races to grab stars around a game board, but the franchise has taken a radical turn with the introduction of Mario Party Advance for the GBA. The game has much more of a single-player mentality than its predecessors: the convention of taking turns along an onscreen game board to collect treasure and rewards has been replaced. Now players move along a map to various destinations to complete quests for the people in Shroom City. That isn't to say that the game has completely relinquished its identity—minigames are still a primary focus as you move from one place to another, and most of them are requirements for filling the many quests. And various characters from the Nintendo family either are playable or show up as citizens in town. Mario Party Advance puts a twist on its multiplayer roots—play single- and multi-pak games against friends, or challenge each other to do the best in single-player games. The title may be quite different in execution from the previous Mario Party games, but it keeps the fun, light-hearted flair that the series's fans love.

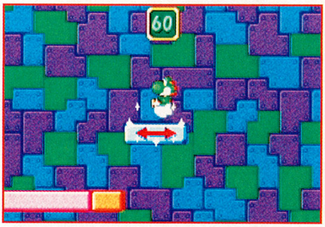
MEGA MINIGAMES



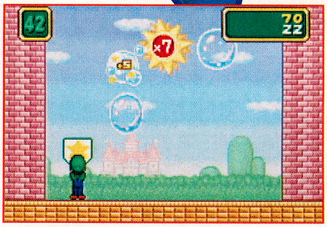
Minigames remain at the heart of Mario Party Advance. However, the games now focus on single-player fun, which fits the Game Boy Advance perfectly. The activities require all kinds of gaming skills, from strategy and timing to quick reflexes and furious button mashing. All of the games are timed, as well, adding to the sweaty-palmed intensity. In Quest mode, you may be required to beat a random minigame (of the many available) to progress. One of the finest elements of the minigames is their ability to scale in difficulty, making Challenge mode and head-to-head competitions with friends all the more fun.



You'll need patience and a steady hand to save all the Ukikis in time in the See Monkey? game.

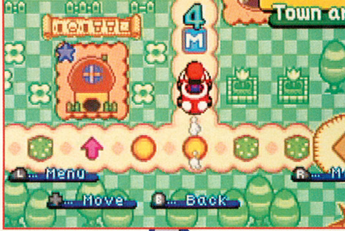


In Switch Way?, every move counts—plan each motion in advance to reach the goal in time.



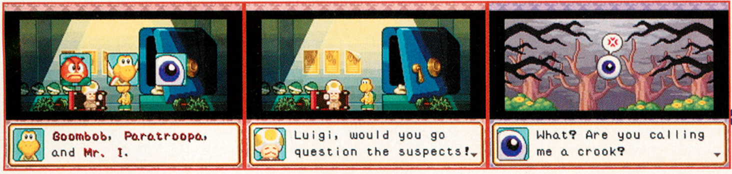
Combine skill and quick reflexes in Big Popper. Fan the bubbles into the spiked ball and rack up big combos.

MARIO ON A MISSION



You can play as one of four famous Nintendo characters in Shroom City mode. Each one starts from a different corner of the city. Crisscross the game board to meet all the denizens of the festive town, many of whom you'll recognize from past Mario games (we were particularly happy to see Dorrie, the sea monster in Super Mario 64's Hazy Maze Cave). All the while, Bowser sits at the middle of the town, wreaking his brand of treachery wherever he can.

Closer Inspection

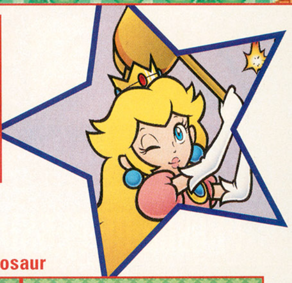


Goombob, Paratroopa, and Mr. I.

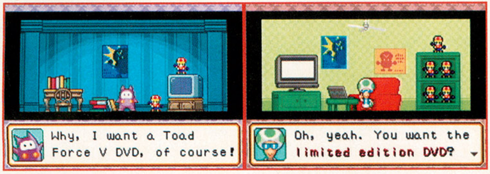
Luigi, would you go question the suspects!

What? Are you calling me a crook?

Some of the quests require sharp investigative skills. You will often need to talk to many people and listen to their stories to solve the mystery and complete the quest.



Special Delivery

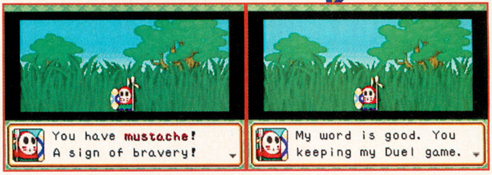


Why, I want a Toad Force V DVD, of course!

Oh, yeah. You want the limited edition DVD?

To complete many of the quests, you will need to fetch a certain item from a distant location and bring it to a specific person.

Every Man, Woman and Dinosaur



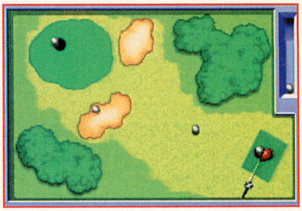
You have mustache! A sign of bravery!

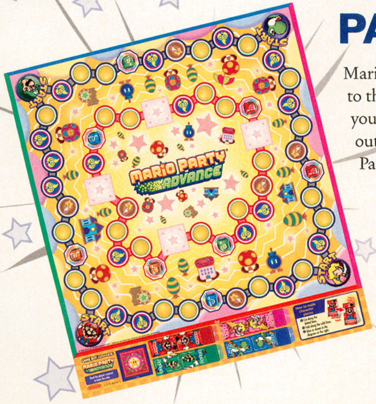
My word is good. You keeping my Duel game.

For some quests, you must play as a particular character—listen to the people to find out which character has to go where.

E. GADD'S INVENTIONS

Better than plain ol' stars or coins, Gaddgets are your prizes for completing quests. Professor E. Gadd has created the minigame equivalent of desktop toys—some are more complex than others, but few reach the difficulty of the normal minigames. That isn't to say they're not fun; you can spend hours enjoying the many activities. Some Gaddgets, like the Snow Globe and Castle Night (a fireworks display), are there mostly to be watched, but even they are entertaining in their own quirky way.

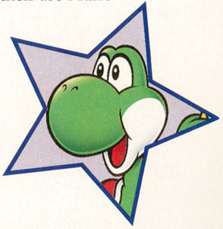




PARTY ALL THE TIME

Mario Party Advance comes with a game board and all the pieces you need to play with up to three friends. If you're looking for a blast to past Mario Party games, it's perfect: you and your opponents rush to grab star pieces placed around the board. All you need to do is cut out and assemble the character pieces from the game board, then use Mario Party Advance for all of the dice rolling and minigames!

YOU'RE INVITED!



Mario Party Advance shows off all the best aspects of its forerunners. No matter how you play—alone or with friends—Mario Party Advance is sure to please when it hits stores March 28.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

NASCAR 2005: CHASE FOR THE CUP—PAGE 89

This month, Classified Info is a metaphor for the state of the gaming industry—it's dominated by EA, but there's some really cool stuff from other game makers, as well. Driving games get the lion's share of code love—ATV Quad Power Racing 2, NASCAR 2005: Chase for the Cup and Grand Theft Auto Advance all feature excellent cheats.

ALIEN HOMINID GCN
ARMY MEN: RTS GCN
ATV QUAD POWER RACING 2 GCN
GOLDENEYE: ROGUE AGENT GCN
GRAND THEFT AUTO ADVANCE GBA
MEDAL OF HONOR: RISING SUN GCN
MEGA MAN X: COMMAND MISSION GCN
NASCAR 2005: CHASE FOR THE CUP GCN
NEED FOR SPEED: UNDERGROUND 2 GCN
NFL STREET 2 GCN
PRINCE OF PERSIA: WARRIOR WITHIN GCN
THE URBZ: SIMS IN THE CITY GCN
THE URBZ: SIMS IN THE CITY DS

PRINCE OF PERSIA: WARRIOR WITHIN

GCN

WACKY WEAPONRY

STRATEGY

SPEAK SOFTLY AND CARRY A BIG HOCKEY STICK.

Four weird—and highly effective—weapons have been scattered about the Island of Time. You won't be able to find the hidden implements until after you've fought Kaileena (about halfway through the game). All of the weapons are indestructible—you'll hold on to them until you choose to throw them away.

HAND OF TIME

Another Ubi Soft character has snuck into the prince's realm, or at least one of his appendages has. Shortly after you fight Kaileena, you'll have to flee the Dahaka several times. As the second Dahaka chase begins, your path will fork. At the fork, look left and break the weapon rack to find Rayman's hand. It doesn't do a lot of damage, but it'll knock enemies down with one blow.

CUTE BUT DEADLY

At some point after you pick up the Scorpion Sword, you will return to the Mechanical Pit area. Climb up to the room with the large fireplace and continue past that area to a warp room. Return to the present then go back to the fireplace room. Head to the rear of the room and drop into a shallow pool. Break the wall on your left to reveal a small alcove, and bust the weapon rack to find the teddy bear weapon. It doesn't inflict a great amount of damage, but it restores a portion of your health with every strike.

NOW WHERE'S SOME ICE?

You'll need the Scorpion Sword so you can break through walls. When you return to the Central Hall, turn the handle in the middle of the room to fill in the gap nearest the water fountain. Look down from beside the sword pedestal to find a door far below. Work you way to the door, but instead of going through it, break the wall next to it. The weapon rack inside contains the hockey stick.

BIRD OF PREY

With the Scorpion Sword, head back to the Garden Hall and return to the present. Climb to the highest platform in the hall, then cross to the other side via the rope. Turn left and walk directly through the wall of rubble—you will fall and catch an invisible ledge. Jump to the next platform then make your way left to a ledge with a switch on it. Hit the switch and return to the platform you were just on. A block will have jutted out from the wall, allowing you to perform a vertical wall run to reach a bar. Shimmy to the end of the bar, then swing to the ledge on the far wall. Sidle along the ledge to a small alcove, then break the back wall to find the pink flamingo weapon. The flamingo does considerable damage, and knocks down enemies with one blow.

ATV QUAD POWER RACING 2

GCN

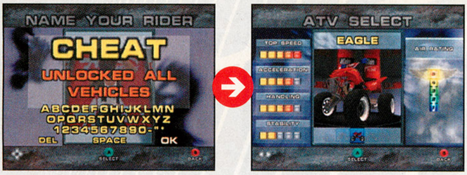
GETTIN' DIRTY

CODES

PLAYING IN THE MUD HAS NEVER BEEN MORE FUN.

We've unearthed some sick codes to trick out your off-road experience. To input a code, create a new profile and name your rider one of the names below. If you've entered the name correctly, a message will indicate that a cheat has been enabled. To enter multiple codes, return to the profile creation screen and make a new rider with a different name.

NAME	EFFECT
GINGHAM	MAX OUT STATS
DOUBLEBARREL	UNLOCK ALL CHALLENGES
REDROOSTER	UNLOCK ALL CHAMPIONSHIPS
BUBBA	UNLOCK ALL RIDERS
ROADKILL	UNLOCK ALL TRACKS
FIDDLERSELBOW	MAX OUT SKILL LEVEL
GENERALLEE	UNLOCK ALL VEHICLES



CHEAT
UNLOCKED ALL VEHICLES

ARMY MEN: RTS

GCN

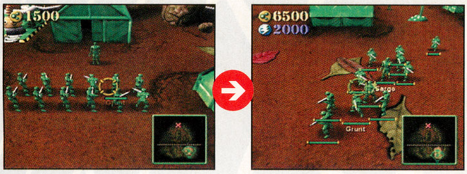
MILITARY INTELLIGENCE

CODES

BECAUSE YOU DEMAND MORE SUPPLIES.

Use the following codes to tip the scales in your favor (or your enemies'). In the middle of a mission, hold Down on the Control Pad and enter a code without pausing the game. A horn will sound to confirm you entered it right.

CODE	EFFECT
B, B, A, Y, A, B	YOUR UNITS DO EXTRA DAMAGE AND TAKE LESS DAMAGE
Y, X, B, A, Y, B	GIVES 5,000 PLASTIC
Y, B, X, A, Y, A	GIVES 2,000 ELECTRICITY
X, B, X, B, Y, Y	FIVE PARATROOPERS DROP IN CAMERA VIEW
Y, Y, A, B, Y, Y	ENEMY UNITS DO EXTRA DAMAGE AND TAKE LESS DAMAGE
B, B, B, Y, X, A	DUMP TRUCKS GATHER MORE RESOURCES
B, Y, B, B, A, X	CHANGES ARMY'S COLOR



GOLDENEYE: ROGUE AGENT

GCN

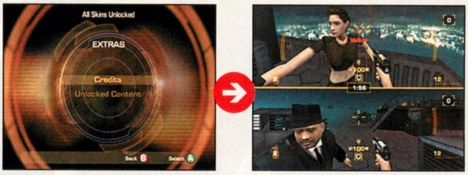
SOLID GOLD CODES

CODES

CHEATS OF A DIFFERENT COLOR.

From the Extras menu, enter these codes with the Control Pad. A confirmation message will appear at the top of the screen. The Multiplayer Skins code unlocks all of the different characters for head-to-head play, and the Paintball code will make your weapon shoot a lethal rainbow of color. Unfortunately, the Paintball code works only in multiplayer mode.

CODE	UNLOCKABLE
DOWN, LEFT, UP, LEFT, RIGHT, DOWN, LEFT, UP	ALL MULTIPLAYER SKINS
RIGHT, LEFT, RIGHT, LEFT, DOWN, DOWN, UP, UP	PAINTBALL MODE



All Skins Unlocked

MEGA MAN X: COMMAND MISSION

GCN

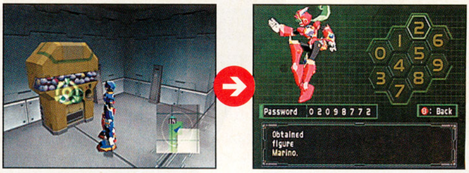
THEY'RE NOT DOLLS!

CODES

WE'VE FIGURED OUT HOW TO GET THE FIGURES.

Two access tunnels are labeled E-1 in the Central Tower. Head toward the tunnel closer to the Air City North Square. Locate the vending machine that accepts passwords and input one of the following eight-digit numbers. To check out the figures you've unlocked, hit Y to view the menu and scroll to the bottom of the options.

PASSWORD	FIGURE
91327856	AXL, ACTION TRIGGER
38184155	AXL
72443102	BLACK ZERO
19837556	CINNAMON (BLACK OUTFIT)
92106548	CINNAMON (WHITE OUTFIT)
02098772	MARINO (WHITE OUTFIT)
87352041	MARINO (BLACK OUTFIT)
47722361	MASSIMO
44162918	X, VICTORY
73001472	X
19690831	X, FIRE
29290141	ZERO



Password 02098772

Obtained figure Marino.

NEED FOR SPEED: UNDERGROUND 2

GCN

CUSTOM CODES

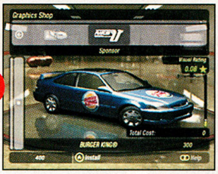
CODES

CASH AND CARRY.

Grab a little extra pocket change and some sweet vinyls to trick out your ride. At the start menu, enter the codes as shown. You can input each of the money codes only once; you can input only one vinyl code at a time.

CODE	EFFECT
LEFT, LEFT, RIGHT, X, X, RIGHT, L, R	EARN $1,000 IN CAREER MODE
UP, UP, UP, LEFT, R, R, R, DOWN	EARN $200 IN CAREER MODE
UP, UP, UP, UP, DOWN, UP, UP, LEFT	UNLOCK BURGER KING VINYL
UP, DOWN, UP, DOWN, DOWN, UP, RIGHT, LEFT	UNLOCK BEST BUY VINYL

Press START


Graphics Shop
Sponsor
Visual Rating
0.08
Total Cost:
0
BURGER KING®
400
300
Install
Help

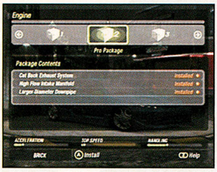
PIMP YOUR RIDE

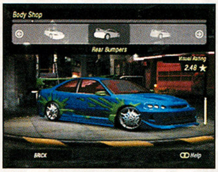
CODES

GET MORE HORSIES UNDER THE HOOD.

Beef up your vehicle's looks and performance by entering the following codes on the title screen (where it says Press Start), then head straight to the shop to install the newly available goods.

CODE	UNLOCKABLE
L, R, L, R, LEFT, LEFT, RIGHT, UP	LEVEL 1 PERFORMANCE PARTS
R, R, UP, DOWN, L, L, UP, DOWN	LEVEL 1 VISUAL PARTS
R, R, L, R, LEFT, RIGHT, UP ,DOWN	LEVEL 2 PERFORMANCE PARTS
L, R, UP, DOWN, L, UP, UP, DOWN	LEVEL 2 VISUAL PARTS


Engine
Pro Package
Package Contents
Cat Back Exhaust System
High Flow Intake Manifold
Larger Diameter Downpipe
Installed
Installed
Installed
ACCELERATION
TOP SPEED
HANDLING
BACK
Install
Help


Body Shop
Rear Bumpers
Visual Rating
2.48
BACK
Help

THE URBZ: SIMS IN THE CITY

DS

YOU CAN FIND ME IN THE CLUB

CODES

GET YOUR FREAK ON ANY TIME YOU LIKE.

Club Xizzle won't appear until after you've shown Crystal a good time around the neighborhood. Even then, she won't tell you how to get into the club. Give the password "bucket" to the doorman at Club Xizzle; he'll let you in without hassle.

NFL STREET 2

GCN

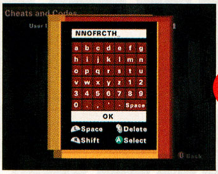
GO LONG!

CODES

THE BIG BOYS WANNA PLAY, TOO.

The all-stars are looking to get in on a little backyard action—take control of each division's best players with the following codes. You must have a user ID loaded to enter codes. Head to the Cheat menu and press X to enter a code. Afterward, you must activate it from the Cheat menu. The No Fumbles code will help you blaze through the Own the City objectives.

CODE	UNLOCKABLE
ENASFSCT	NFC WEST ALL-STAR TEAM
SNOFUCTH	NFC SOUTH ALL-STAR TEAM
NNOFRCTH	NFC EAST ALL-STAR TEAM
NNAS66784	NFC NORTH ALL-STAR TEAM
WAEFSCT	AFC WEST ALL-STAR TEAM
SAOFUCTH	AFC SOUTH ALL-STAR TEAM
EAASFSCT	AFC EAST ALL-STAR TEAM
NAOFRCTH	AFC NORTH ALL-STAR TEAM
GlueHands	NO FUMBLES
EAField	EA FIELD



NNOFRCTH

Cheats and Codes
OK
Space
Delete
Shift
Select
Back

0
1st
0
McNabb
26
TURBO

THE URBZ: SIMS IN THE CITY

GCN

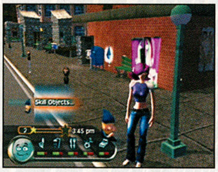
TO THE MAX

CODES

GET POWERED UP, STREET STYLE.

When you enter a new area, type in the first code below, which makes a gnome appear somewhere in the region. Then, after you enter any of the other codes, interact with the gnome to activate them.

CODE	EFFECT
DOWN, L, Z, R, X, LEFT	MAKE GNOME APPEAR
DOWN, Z, UP, Y, R	ACQUIRE SKILL OBJECT
B, LEFT, X, R, L	GET POWER SOCIALS
R, Y, UP, Z, DOWN	MAX ARTISTIC SKILL
DOWN, X, LEFT, R, DOWN	MAX MENTAL SKILL
R, Z, DOWN, Y, Y	MAX PHYSICAL SKILL


Skill Objects...
3:45 pm

When you enter the code to acquire a skill object, an item will be added to your inventory. When used, the item will improve one of your skill categories. You can then return to the gnome to create free upgrades for the skill object you received.

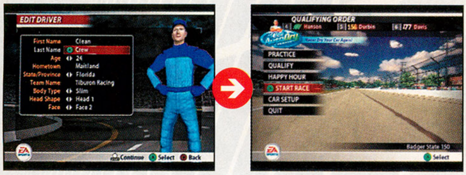
NASCAR 2005: CHASE FOR THE CUP GCN

DRIVING FOR DOLLARS CODES

LEAVE YOUR OPPPONENTS IN THE DUST.

Knock your competition off the track with these awesome cheats. After creating a new driver, go to Edit Driver from the My NASCAR menu and give your driver one of the following names to unlock the corresponding code. The codes are all case-sensitive—be sure to enter them exactly as shown.

NAME	UNLOCKABLE
Dodge Stadium	ALL DODGE EVENTS
Mr.Clean Racing	ALL MR. CLEAN CARS
The Intimidator	DALE EARNHARDT, SR.
Walmart NASCAR	$10 MILLION
MakeMe Famous	900,000 FANS
Clean Crew	MR. CLEAN PIT CREW
You TheMan	TWO MILLION PRESTIGE POINTS
Walmart Exclusive	LAKESHORE DRIVE TRACKS
Open Sesame	ALL 145 THUNDER PLATES



First Name Clean
Last Name Crew
Age 24
Hometown Maitland
State/Province Florida
Team Name Tiburon Racing
Body Type Slim
Head Shape Head 1
Face Face 2

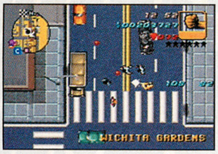
GRAND THEFT AUTO ADVANCE GBA

KEEP IT ON THE D.L. CODES

HOOK YOURSELF UP WITH SOME GUNS AND GREEN.

During play, press A, B and Start simultaneously to activate Cheat mode. Your coordinates will also appear. Once in Cheat mode, enter any of the codes below as many times as you'd like.

CODE	EFFECT
LEFT, RIGHT, UP, DOWN, A, A	ALL WEAPONS
LEFT, RIGHT, UP, DOWN, A, L	RESTORE ARMOR TO 100
LEFT, RIGHT, UP, DOWN, L , L	GAIN $15,000
LEFT, RIGHT, UP, DOWN, B, B	RESTORE HEALTH TO 100
LEFT, RIGHT, UP, DOWN, A, R	DECREASE WANTED LEVEL
LEFT, RIGHT, UP, DOWN, R, A	INCREASE WANTED LEVEL
LEFT, RIGHT, UP, DOWN, B, R	TOGGLE GANG HOSTILITY
LEFT, RIGHT, UP, DOWN, R, R	TOGGLE WANTED LEVEL BETWEEN MAX AND ZERO



Be careful when you turn on Gang Hostility. Dudes with some serious bad intentions start coming out of the woodwork looking for you.

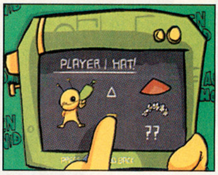
WICHITA GARDENS

When the cops have you surrounded, get them off your back by lowering your wanted level.

ALIEN HOMINID GCN

STELLAR FASHIONS CODES

BE THE BEST-LOOKING ALIEN ON YOUR BLOCK.



Change the look of your aliens in co-op mode to better tell them apart. On the Player Name Option screen, give your alien one of the following names to equip it with a new hairdo or headwear.

NAME	EFFECT
CLETUS	ORANGE CAP
APRIL	BLOND HAIR
SUPERFLY	AFRO
GOODMAN	JHERI CURL
GRRL	DAISY HEADDRESS
ABE	STOVEPIPE HAT
PRINCESS	DIAMOND TIARA
DANDY	FEATHER HEADDRESS

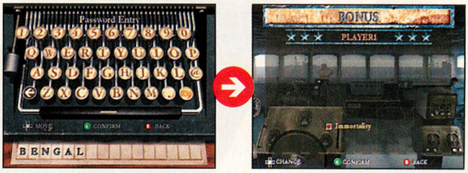
MEDAL OF HONOR: RISING SUN GCN

FAR EAST CHEATS CODES

GO TO WAR WITH THE CODES YOU GOT.

Way back in Volume 177, Classified Info released a handful of codes for Rising Sun. Since then, we've discovered quite a few more. Below is the complete list, including the codes that appeared before. Access the Passwords screen from the Options menu, then type in the code to activate it. Once it's activated, you can toggle its effect on and off in the Bonus checklist from the Options menu.

NAME	EFFECT
CICHLID	ACHILLES HEAD
ALBINO	ALL LEVELS UNLOCKED
LOACH	ALL REPLAY ITEMS
LELEUPI	ALWAYS SNIPER
GOURAMI	BULLET SHIELD
BENGAL	IMMORTALITY
ZEBRA	INVISIBLE SOLDIERS
TETRA	MEN WITH HATS
BOTIA	PERFECTIONIST MODE
MOOR	RUBBER GRENADE
PLECO	SILVER BULLET
DISCUS	UNLIMITED AMMUNITION



BENGAL

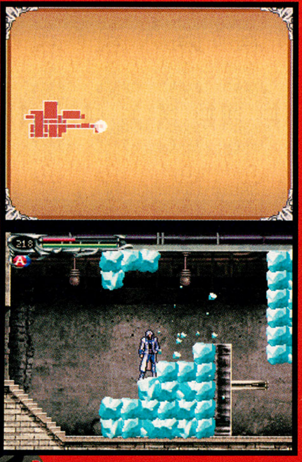
Castlevania®

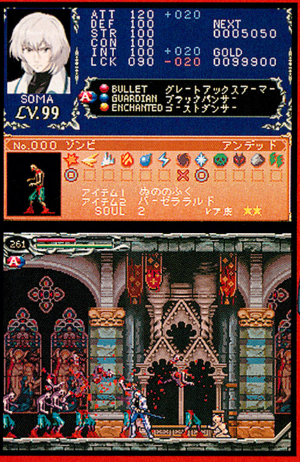
Konami makes its presence felt on the Nintendo DS with the lastest masterpiece in the Castlevania saga.

®1986, 2005 KONAMI
& Konami Computer
Entertainment Tokyo

Koji Igarashi and the Castlevania team have created some of the very best action games in history, so when it was announced that they were bringing the storied franchise to the Nintendo DS, we could hardly wait to get our hands on it. Fortunately, we didn't have to wait long—Konami recently gave us the opportunity to play a brief demo of the game. Though incredibly early, this sequel to Aria of Sorrow already boasts the silky-smooth controls and fluid animation that are the trademarks of the series. Visually, it's a step up from the GBA games, approaching the hand-drawn majesty of the seminal PlayStation classic Symphony of the Night.

What should have DS owners truly excited, however, are the ways Castlevania takes advantage of the hardware's unique capabilities. The most obvious benefit is placing the map on the top screen, making it much easier to track your progress and search for secret rooms. Alternatively, you can view an information panel that displays your enemies' weaknesses in real time. Though you'll control protagonist Sora Cruz with the buttons and Control Pad, the touch screen comes into play as well. After you defeat a boss, you must draw a Magic Seal to banish the foe permanently. You'll also tap the screen to smash certain blocks, thereby clearing a path for Sora or creating a series of platforms. The system's wireless connection allows players to trade acquired souls, which grant you special powers and abilities. We'll have much more on Castlevania leading up to its fall release, but for now, feast your eyes on these images. 🍄





```
ATT 120 +020
DEF 100           NEXT
STR 100           0005050
CON 100
INT 100 +020      GOLD
LCK 090 -020      0099900

SOMA
LV.99

BULLET      グレートアックスアーマー
GUARDIAN    ブラックパンサー
ENCHANTED   ゴーストダンサー

No.000 ゾンビ                アンデッド

アイテム1 ぬののふく
アイテム2 バーゼラルド
  SOUL   2          レア度 ★★
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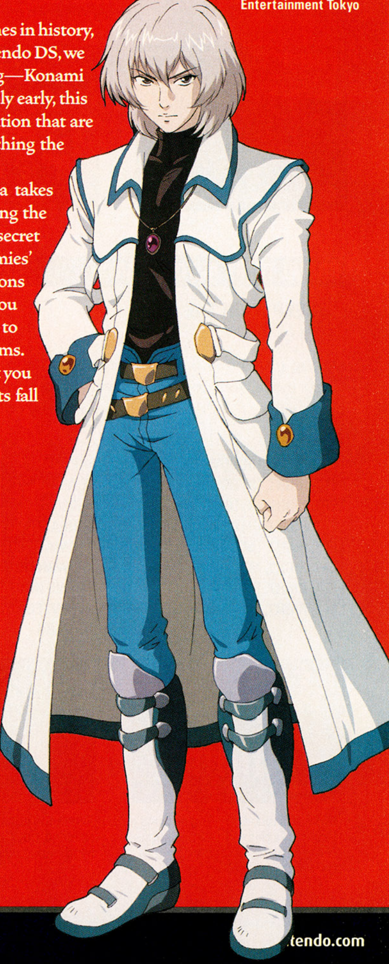
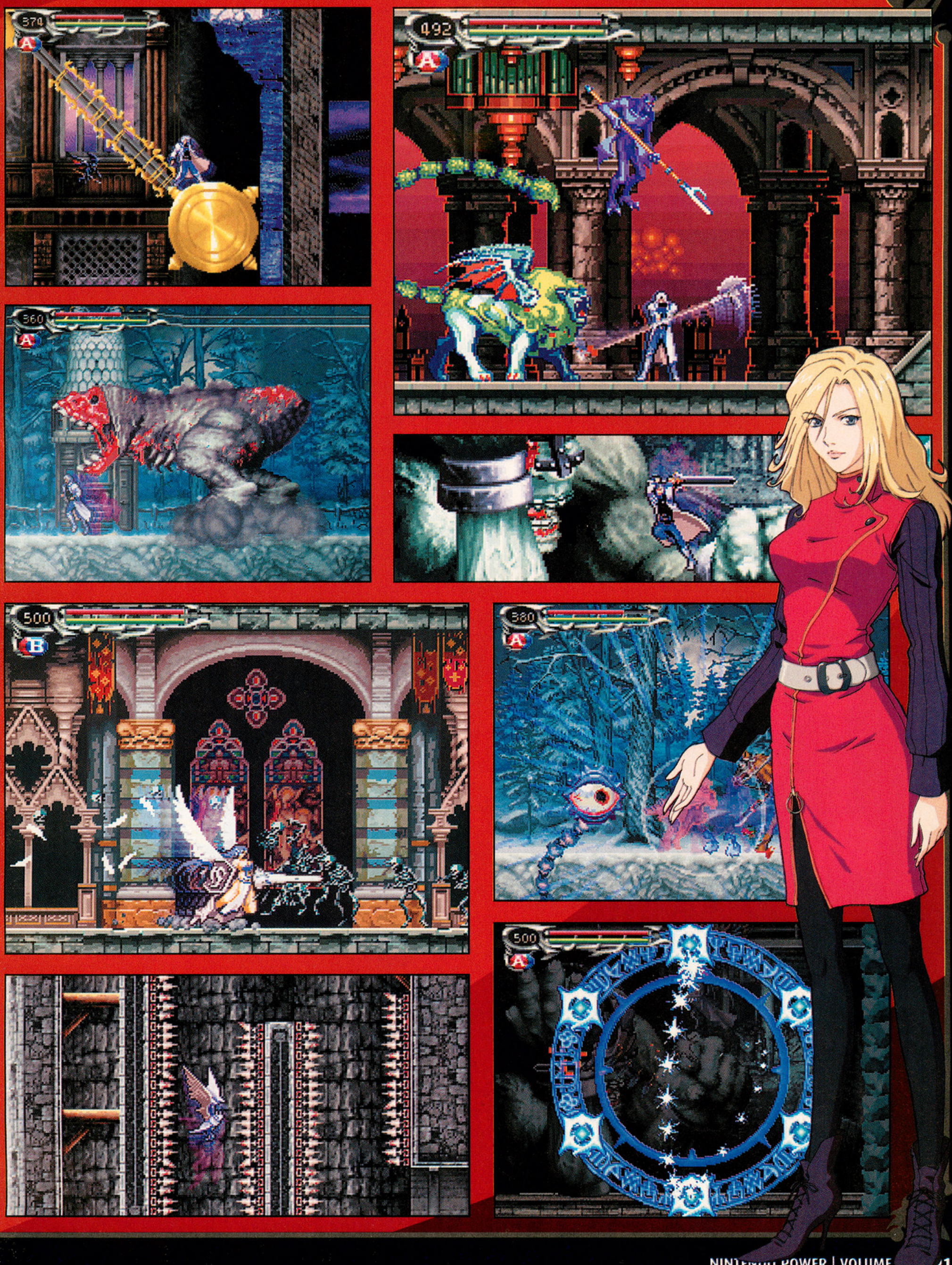
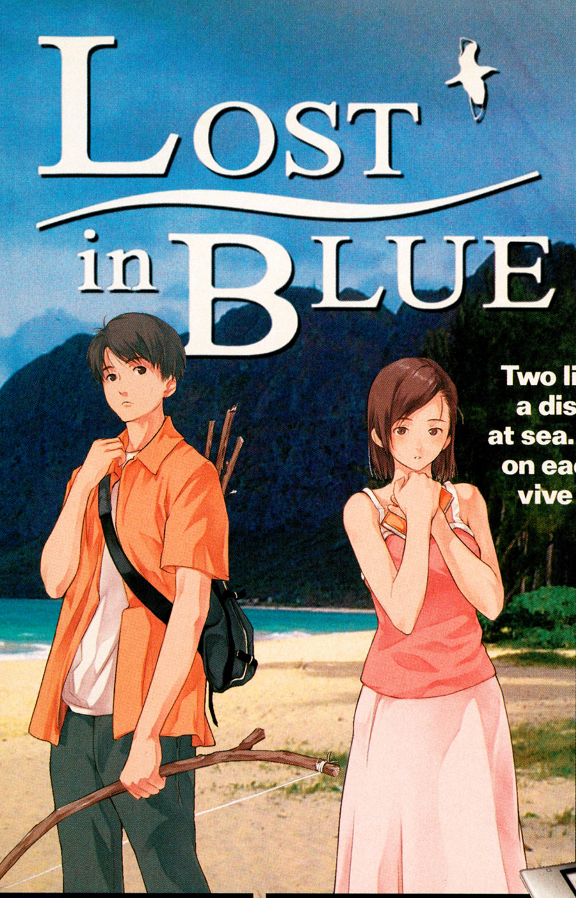



374
A
492
A
360
A
500
B
380
A
500
A

LOST in BLUE

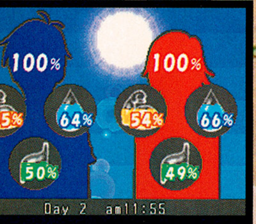


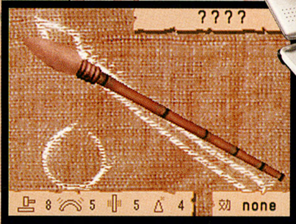
Two lives cross after a disatrous incident at sea. They must rely on each other to survive in a compelling new adventure from Konami.

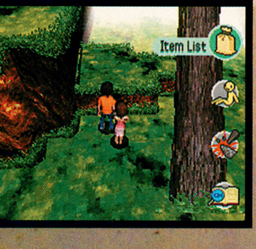
Among the wealth of titles that Konami recently announced for the Nintendo DS, Lost in Blue sits alongside Castlevania as the most intriguing. It's the story of a young man and a young woman stranded on a deserted island. In order to survive, the two castaways must work together and share responsibilities. Players will perform daily tasks such as hunting, fishing and cooking by completing various minigames that utilize the DS touch screen. As you explore the island, you'll also search for objects that you can combine to create useful items such as a raft or a spear.

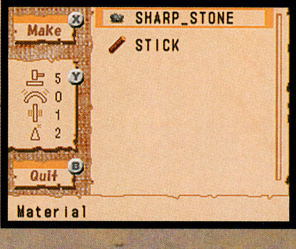
Of equal importance is nurturing a strong relationship between the two characters. Your actions will affect their conversations, as well as certain events over the course of the adventure. This element gives the game a measure of intimacy that, if well executed, could result in something unusually poignant (especially for a portable game). It'll be interesting to see whether the team at Konami Computer Entertainment Hawaii can pull it off, or whether they steer the game toward something that appeals primarily to a younger audience.

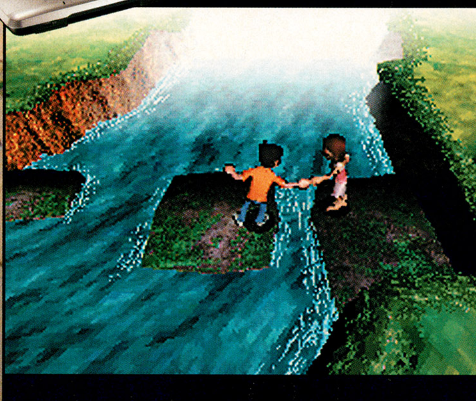
Whatever the outcome, Lost in Blue should keep players occupied for a long time. Konami promises multiple endings determined by the castaways' lifestyle, relationship and manner of escape. Furthermore, after finishing the game as the hero, you can play again as the heroine for a completely different experience. It may not be the most graphically stunning DS title on the horizon, but this unique survival RPG is deserving of attention because it tries something new. We welcome more experimentation of this kind on the handheld. Lost in Blue is currently slated for an August release. We'll keep an eye on the game and update you on its progress in the coming months.











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Spring 2005

GAME BOY ADVANCE

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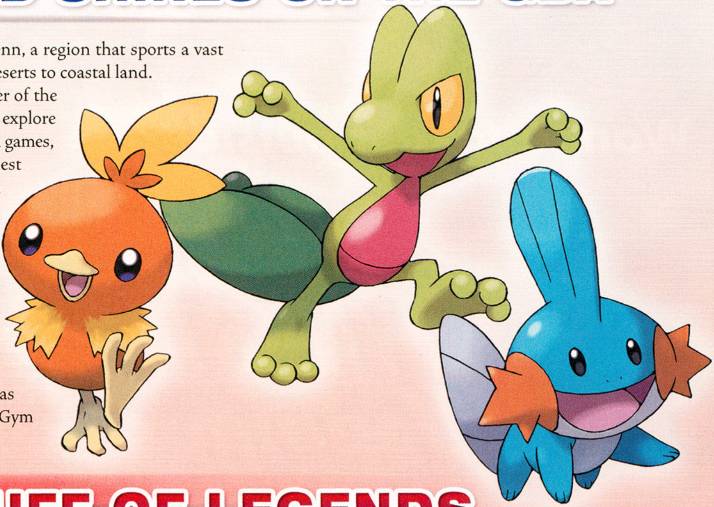
Pokécenter

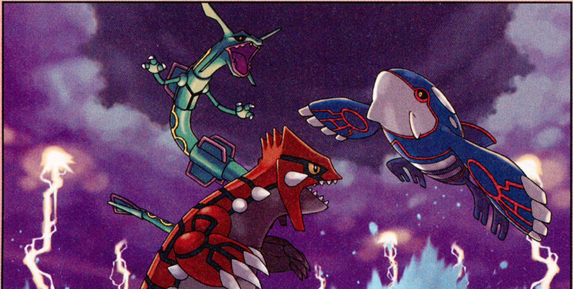
We're gearing up for the launch of Pokémon Emerald with breaking news about the game, and about some of the exciting promotions on the way.

EMERALD SHINES ON THE GBA



Pokémon Emerald takes place in Hoenn, a region that sports a vast array of terrain, from mountains to deserts to coastal land. Pokémon inhabit virtually every corner of the world; to catch them all, you'll have to explore high and low. As in previous Pokémon games, your ultimate goal is to become the best Pokémon Trainer in the world—an arduous task, but one with great rewards. Veterans of Pokémon Ruby and Sapphire will recognize a lot of the locations in Pokémon Emerald, but many elements within the game have changed, the most exciting of which is the addition of the Battle Frontier. The locations and frequency of Pokémon are different, as well. You may even encounter a new Gym Leader in your journeys.

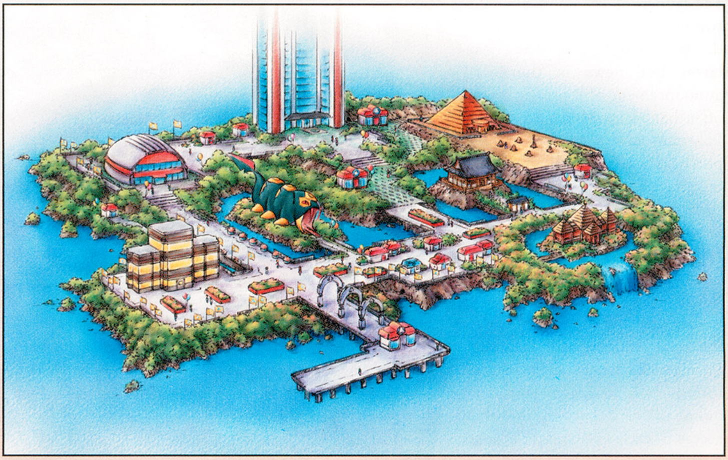
THE STUFF OF LEGENDS



Team Magma and Team Aqua once again look to disrupt the civility of peaceful Hoenn. In Pokémon Ruby or Sapphire, the version you played determined which team would appear. It also determined whether you would encounter Groudon or Kyogre. In Pokémon Emerald, both gangs have set up camp in Hoenn. That means twice the evil, twice the scheming plans, and twice the number of legendary Pokémon up for grabs. Add sightings of the rare Pokémon Rayquaza to the mix, and the plot gets even thicker.

FRONTIER FUN

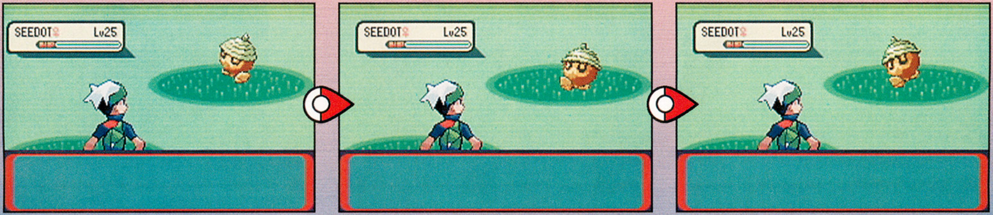
The ultimate arena in Pokémon Ruby and Sapphire was the Battle Tower, a location only Pokémon League Champions could access. Since then, construction has been fast and furious in the area. The entire island has been turned into the Battle Frontier, a hotbed of Pokémon competition. The Battle Frontier is divided into seven areas, each called a frontier. Each frontier is slightly different: in some, you must fight your way through levels of wild Pokémon; in others, Trainers stand in your way. You'll battle each frontier's master Trainer, called a Brain, to gain symbols of your accomplishments. You also collect points with each victory in the Battle Frontier, and you can trade the points for items and, even better, TMs for rare and difficult-to-learn moves. Beware: the early word is that the Battle Frontier is tougher than nearly everything Trainers have faced to date. We're looking forward to some of the best challenges yet in Pokémon Emerald.



BATTLE FRONTIER

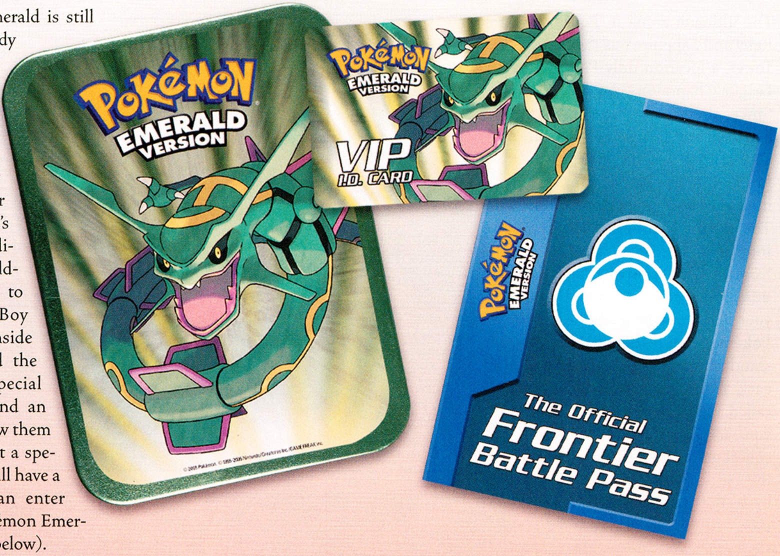
POKéMON EXPRESS

The first time you battle in Pokémon Emerald, you'll notice your Pokémon have a little more spring in their step than ever before. Before each battle, your Pokémon and your opponents' will gesture toward the other. Watch closely—some of the moves are quite subtle. It's still a mystery whether it is a sign of sportsmanship, taunting, or some arcane ritual known only to Pokémon.



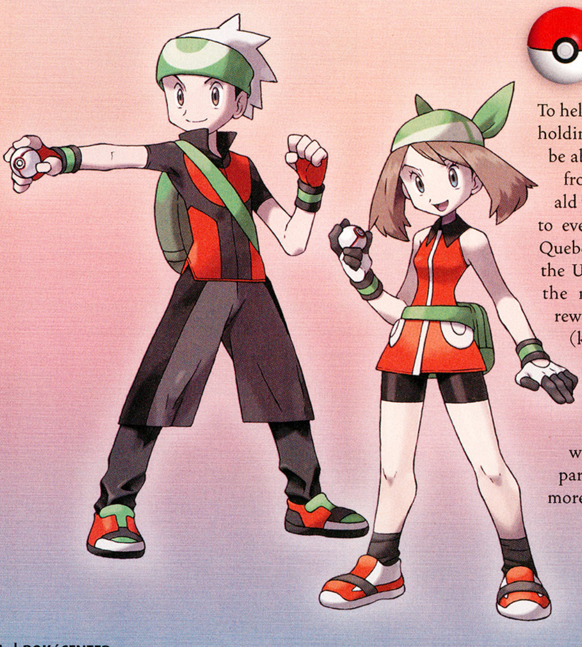
PRESELL GIVEAWAY

The launch of Pokémon Emerald is still two months away, and already the buzz is deafening. The latest hot news is the announcement of a presell offer that begins March 20. Pokémon lovers who prepurchase Emerald will not only have a copy reserved for them for the day of the game's launch, they will also immediately receive a special emerald-hued tin that they can use to house both the Game Boy Advance SP and the game. Inside the case, Trainers will find the Frontier Battle Pass (a special introduction to Emerald) and an online I.D. card that will allow them access to exclusive content at a special website. Each I.D. card will have a unique PIN that people can enter when registering for the Pokémon Emerald online competition (see below).



WHO'S THE BEST

To help kick off the launch of Pokémon Emerald, Nintendo is holding a nationwide online competition. Pokémon pros will be able to show off their expert knowledge of the Pokémon from Hoenn. Entrants who prepurchase Pokémon Emerald will receive special recognition, but the contest is open to everyone in the United States and Canada (excluding Quebec). Just like the Battle Frontier in Pokémon Emerald, the US/Canada will be divided into seven "frontiers," and the most talented Trainers from each region will be rewarded with a trip to the finals in Seattle, Washington (known as the Emerald City). Participants will be quizzed on their ability to recognize Pokémon, as well as their types, strengths and weaknesses. The winner of the final competition to be held in Seattle will be crowned the nation's top Frontier Brain and will win an all-expense-paid trip to the Pokémon theme park in Japan. Stay tuned to pokemon-games.com for more details.



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★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

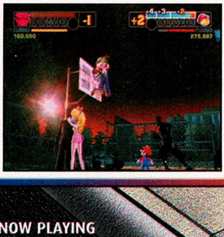
NBA STREET V3

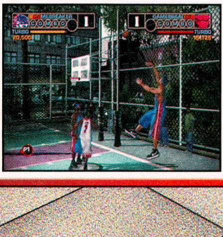
Rhymes, rhythm and Mario make three the magic number for EA's slam dunker.

NBA Street Vol. 2, with its cartoonish graphics and lack of major new features, was a slight misstep for EA's groundbreaking hoops series, but V3 is a huge rebound that adds street cred by the bucket. The theme for V3's graphics and atmosphere is heightened realism. The players look better than ever and the courts, based on real-life street-ball locations, are stunning. You can make your own court, too, down to the cracks on the pavement and the buildings in the background. The craziest court of the game's 13 is the Nintendo Court, home to the GCN-exclusive Nintendo All-Stars (Mario, Luigi and Peach).

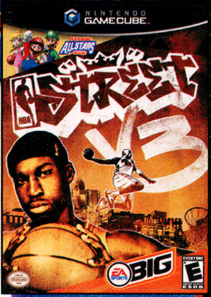
Also new for V3 is Trick Stick (C Stick) control, which enables you to pull off more slick moves than ever before, and execute air maneuvers while going up for a Gamebreaker dunk. Depending on the difficulty of your Gamebreaker jam, you can add up to four points to your score as you take one away from your opponent's total. The same air-trick combo method is employed in the game's new Dunk Contest, which you can select as a separate event or enter as you advance through Street Challenge mode.

Cool finishing touches, such as smooth segues between hip-hop songs and spoken-word introductions for the courts add flavor to a larger-than-life sports game.





COMMENTS: **Alan**—Street shines as a multiplayer game, but can be pretty tedious if you're going it alone. **Chris**—I'm not sure this franchise is going in the right direction—the tight, strategic gameplay is getting replaced by the desire to throw in as many fancy plays as you can. At least the graphics hold steady in quality.



- EA 15
- 1 to 4 players simultaneously

ALAN	★★★★
CHRIS	★★★½
GEORGE	★★★★½
SCOTT	★★★★
STEVE	★★★½

EVERYONE
E
CONTENT RATED BY
ESRB

VOLUME 190 PLAYER'S POLL SWEEPSTAKES

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1. WarioWare: Touched! & WarioWare: Twisted! 2. Resident Evil 4
3. Star Fox: Assault 4. Konami Gamers' Day

D. What was your favorite preview article in this issue?
1. Killer 7 2. TimeSplitters: Future Perfect
3. Nintendo Pennant Chase Baseball 4. Retro Atari Classics
5. Fight Night: Round 2 6. Donkey Kong Jungle Beat
7. Yoshi Touch & Go 8. Pokémon Dash
9. Mario Party Advance

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1. Nintendo GameCube
2. Game Boy Advance
3. Nintendo DS

F. Do you own a Nintendo DS?
1. Yes 2. No

G. Which system will you be buying the most games for in the next year? (Choose only one.)
1. Nintendo GameCube
2. Game Boy Advance
3. Nintendo DS

H. Which new game information source do you find most helpful? (Choose only one.)
1. Magazines 2. Internet 3. Stores 4. Friends

I. Which online game information source do you find most helpful? (Choose only one.)
1. Game review sites 2. Forums
3. Fan sites 4. Official game websites

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1. Sales data 2. NP Staff's favorite games 3. NP Staff's most-wanted

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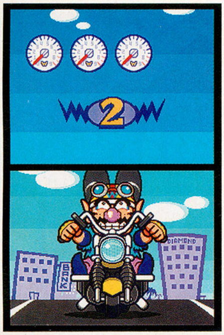
WARIOWARE: TOUCHED!

Get greedy — 180 minigames let you get in touch with your sinister side.

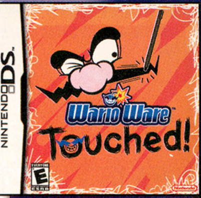
The Nintendo DS's innovative control features and WarioWare's flood of zany microgames prove to be a perfect match in an all-new touch-controlled collection of three-second gems. Touched! presents its games in play-control categories, such as Mona's slicing trials, Kat and Ana's drawing tasks and Ashley's dragging duties. You unroll toilet paper, chisel stone, cut tossed melons, pat a dog's forehead, direct the flight of a paper airplane and rub felt to create static electricity, all by touching the stylus to the lower screen or by blowing into the DS's microphone. The fun is in figuring out how to succeed in each of the more than 200 microgames and in unlocking new game collections and dozens of souvenirs (a calculator, two-player minigames, a piano, etc.).



The microgames' graphic styles vary as widely as their subjects. Some are incredibly simple, while others offer elaborate settings and flash cutscene-style drawings to celebrate your victory. Most game presenters (including new characters, Ashley and karaoke robot Mike) tell their stories through insanely cool intros and theme songs.

Touched! adds to the WarioWare franchise's legacy with a slew of activities that you could carry out only on the Nintendo DS.

COMMENTS: **Steven**—Swirling a black hole to gulp down the space shuttle? Slashing a double-tall snot drip? Blowing up man-dolls? With the DS's grab-bag of design options, Touched! gets far more WTF?!? than earlier WarioWare games. **Chris**—The brilliance of this game is tempered by its somewhat limited replay value. **Alan**—Man, what a great game—but like the other WarioWare titles, it's over way too quickly. **Steve**—Unequivocally the best DS game available.



- Nintendo/256 Megabits
- 1 player (with limited 2-player features)

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★½
STEVE	★★★★½
STEVEN	★★★★★

EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence
Crude Humor

KLONOA 2: DREAM CHAMP TOURNAMENT

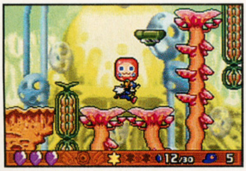
Namco's hopping hero bounces back for more puzzle-solving and platforming.

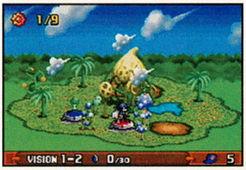
An early entry on the GBA, 2001's Klonoa: Empire of Dreams, thrilled puzzle-action gamers with great control, beautiful graphics and clever head-scratchers. The sequel puts lead character Klonoa in a level-traversing tournament with courses spread out over five worlds. After stunning creatures with Klonoa's wind bullet, you can use them to hop high or break barriers. Some disappear after a single use, but others are reusable. The trick is in managing the use of enemies to reach your goals.

To add variety, one level per world lets you fly through a head-on 3-D course on a hoverboard, slaloming around obstacles as you go. Some side-view courses scroll automatically, and boss levels have you running away from monsters that you can stun momentarily by hitting them with enemies. If you collect all of the green Dreamstones, you'll clear away a portion of a picture in the Dream Gallery, images that recount your adventure.

Players new to the Klonoa series will enjoy a refreshingly fun experience, and those who played the original will find that, though not much has changed, new levels make it worthwhile.

COMMENTS: **Steve**—As a die-hard platforming fan, Klonoa has always been one of my favorite series. Dream Champ Tournament does not disappoint. The controls are absolute perfection, and the ingenious level design will draw in even those too jaded to appreciate the game's charming presentation. **Alan**—An above-average platformer with enough charm and creativity to keep my interest for long stretches. **Chris**—The level design is absolutely brilliant. I only wish the game had done two things differently: the young graphic style and limited modes.





ONLY FOR
GAME BOY ADVANCE
Klonoa 2
Dream Champ Tournament
E
namco

- Namco/32 Megabits
- 1 player

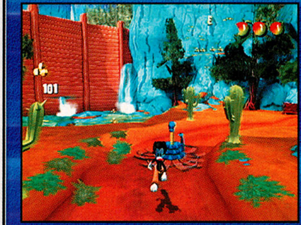
ALAN	★★★★
CHRIS	★★★★
GEORGE	★★★★
STEVE	★★★★½
STEVEN	★★★★½

EVERYONE
E
CONTENT RATED BY ESRB

ANIMANIACS: THE GREAT EDGAR HUNT

- Ignition 3
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Cartoon Violence



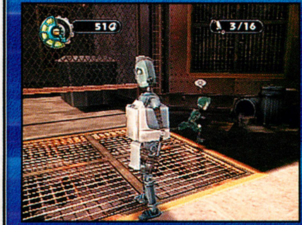
An evil genius has stolen a bushel of Edgar statuettes and scattered them over the Warner Bros. film lot. You must take control of each Animaniac separately to jump and battle through themed areas in search of treasure. The environments look great and are full of cartoonish detail, but the action is extremely sparse, especially at the beginning. Furthermore, the fighting control is sluggish and unpredictable. If you're an *Animaniacs* maniac, though, it's worth a spin.

ALAN	★½
CHRIS	★★
GEORGE	★★½
STEVE	★★
STEVEN	★★

ROBOTS

- VU Games 21
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Violence



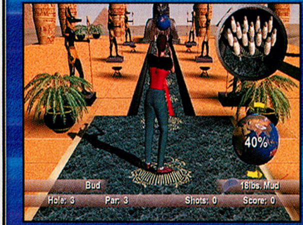
Although it doesn't have the variety of activities of THQ's recent Incredibles release, Robots is still a testament to how far movie-based games have come in the past few years. With clever puzzles, lots of fun gizmos and in-game artwork that looks almost as good as between-level movie clips, the game represents the film well and provides an entertaining play experience. Character-based platformers are common, but this one is near the top of the heap.

ALAN	★★½
CHRIS	★★★
GEORGE	★★★½
STEVE	★★½
STEVEN	★★★

STRIKE FORCE BOWLING

- Crave 4
- 1 to 4 players alternating

EVERYONE E CONTENT RATED BY ESRB



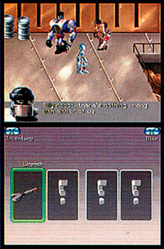
Bowl in an alley, on a castle drawbridge, on a pirate ship and on seven other themed lanes in Crave's ball-and-pin sim. You select your bowler's attributes, line up the shot then stop sliding meters to determine power and accuracy. Different settings mean more or less lane friction and heavier or lighter pins. Although bowling purists will find the fantasy elements to be off the mark, casual players looking for a good time will enjoy the variety and the value-oriented price.

ALAN	★★★½
CHRIS	★★½
GEORGE	★★★
STEVE	★★
STEVEN	★★

ROBOTS

- VU Games/256 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Fantasy Violence



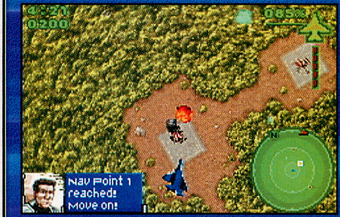
A potential problem for simultaneous DS and GBA releases that are based on the same property is that the DS version may not fully utilize the hardware's special features. EA's The Urbz: Sims in the City worked around that issue artfully by presenting a unique location and minigames in its DS version. Unfortunately, the DS version of Robots, from VU Games, doesn't follow suit. Although the game's rolling-ball-in-a-halfpipe transport system sections (presented between levels and as a main menu option) make brilliant use of the DS's 3-D graphics capabilities and touch-screen steering, the rest of the game is a basic platformer with few DS touches.

ALAN	★★½
CHRIS	★★½
GEORGE	★★½
STEVE	★★½
STEVEN	★★★

ACE COMBAT ADVANCE

- Namco/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Violence



Nav Point 1 reached! Move on!

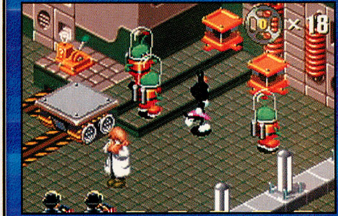
Namco's long-standing Ace Combat series debuts on the GBA with a 12-mission overhead-view shooter. Although your jet fighter naturally stays at one altitude, the game's unusual control scheme allows you to dive for a moment by pressing Up on the Control Pad. It makes for inadvertent altitude changes when you're starting out, but ultimately gives you better ground-target accuracy.

ALAN	★½
CHRIS	★★
GEORGE	★★★
SCOTT	★★★
STEVEN	★★½

ANIMANIACS: LIGHTS! CAMERA! ACTION!

- Ignition/32 Megabits
- 1 to 2 players simultaneously

EVERYONE E CONTENT RATED BY ESRB — Mild Violence



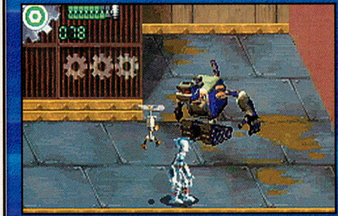
The problem with an isometric view generally is that your control orientation is angled to match the scenery. Ignition's Animaniacs: Lights! Camera! Action!, however, allows you to toggle between that orientation and a more intuitive Control Pad-relative scheme. The game is short—it offers only three levels of hopping and tossing action—but it's loads of fun.

ALAN ★★
CHRIS ★★★
GEORGE ★★★½
STEVE ★★
STEVEN ★★½

ROBOTS

- VU Games/128 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Fantasy Violence



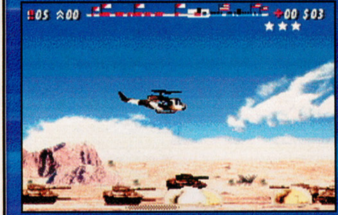
Though the graphics of the GBA Robots title are of a lower resolution than those of the DS version, the two adventures are virtually identical. The easy isometric-view platformer puts you in charge of Rodney Copperbottom and his sidekick, Wonderbot. As you find invention parts, you can put them together to make weapons—the game is well constructed, but not original.

ALAN ★★★
CHRIS ★★½
GEORGE ★★½
STEVE ★★½
STEVEN ★★½

SUPER ARMY WAR

- Atlus/32 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB — Mild Violence



Combining real-time strategy with side-scrolling action, Super Army War puts you behind the controls of a chopper and a jet fighter as you lead ground forces to the enemy army. By picking up paratroopers and dropping them at strategic locations, you can take over bunkers and earn more money for your war effort. Gameplay is intense, but the difficulty may be a little high for beginners.

ALAN ★★★½
CHRIS ★★★½
GEORGE ★★★½
STEVE ★★★
STEVEN ★★★

KEY:

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: RPG, Sports, Strategy, Adventure, Shooter, Racing, Platform, Arcade, Puzzle, Fighting
CHRIS: Adventure, Sports, Arcade, Strategy, Shooter, RPG, Puzzle, Racing, Platform, Fighting
GEORGE: Strategy, Adventure, RPG, Puzzle, Sports, Arcade, Platform, Racing, Fighting, Shooter
SCOTT: Strategy, Adventure, RPG, Sports, Shooter, Platform, Racing, Puzzle, Arcade, Fighting
STEVE: Adventure, Platform, RPG, Strategy, Shooter, Sports, Fighting, Arcade, Racing, Puzzle
STEVEN: RPG, Adventure, Strategy, Shooter, Platform, Arcade, Puzzle, Racing, Fighting, Sports

GCN GBA DS 7 Number of Memory Card blocks required

ESRB RATINGS

To contact the ESRB, visit www.esrb.org.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EARLY CHILDHOOD eC — Early Childhood
- TEEN T — Teen (13+)
- ADULTS ONLY 18+ AO — Adult (18+)
- EVERYONE E — Everyone
- MATURE 17+ M — Mature (17+)
- RATING PENDING RP — Rating Pending

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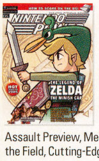
VOLUME 190 — APRIL 2005

BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 189 (Mar. '05)
Star Fox: Assault, Resident Evil 4, Feel the Magic: XY/XX, The Legend of Zelda: The Minish Cap, Super Mario 64 DS, Banjo Pilot, The Lowdown of Free Radical (Time Splitters: Future Perfect), MVP Baseball 2005 Preview, Donkey Kong Jungle Beat Preview, Street Smarts (NBA Street V3, FIFA Street and NFL Street 2), Fight Night: Round 2 Preview, Debug the Bug Hunt, Real-Life Reenactments (WarioWare: Touched!), 2004 Nintendo Power Awards Nominations.



Volume 188 (Feb. '05)
The Legend of Zelda: The Minish Cap, GoldenEye: Rogue Agent, Prince of Persia: Warrior Within, Call of Duty: Finest Hour, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Super Mario 64 DS, Spider-Man 2, Kingdom Hearts: Chain of Memories, 9 Trends Set to Drive '05, Star Fox: Assault Preview, Metroid Prime Hunters: First Hunt, Playing the Field, Cutting-Edge Control.

Volume 187 (Jan. '05)
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Volume 186 (Dec. '04)
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Volume 185 (Nov. '04)
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Volume 184 (Oct. '04)
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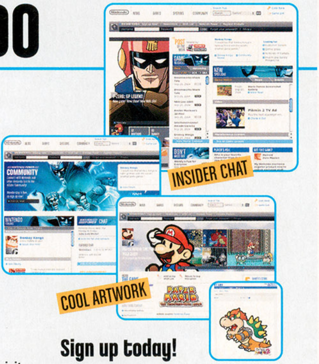

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ENERGY
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DOMES
NINTENDO DS

The Future of Handhelds

Next month, we'll spotlight the upcoming avalanche of titles for the Nintendo DS and the Game Boy Advance. We'll have the latest news on Metroid Prime Hunters, as well as a number of surprises that should make 2005 the greatest year ever for handheld gamers.

Great Previews & Reviews

Nintendo Pennant Chase Baseball

54
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Rayman DS

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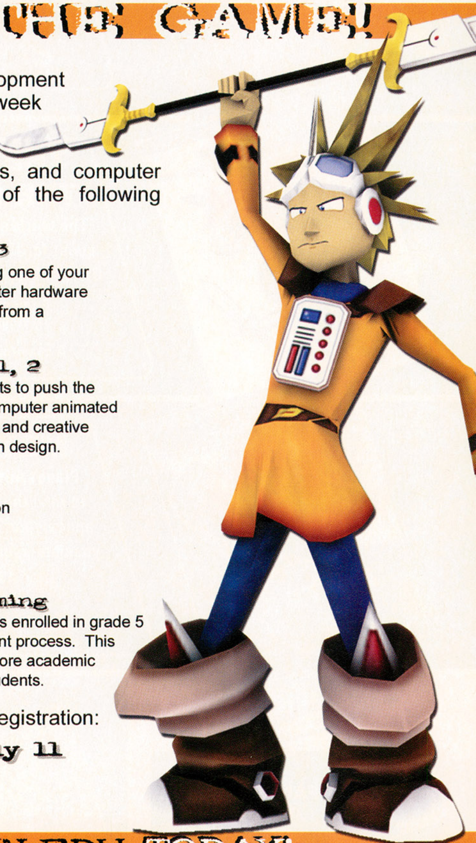

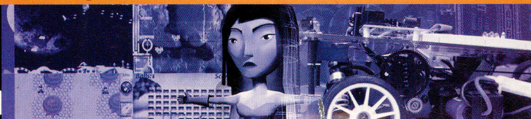

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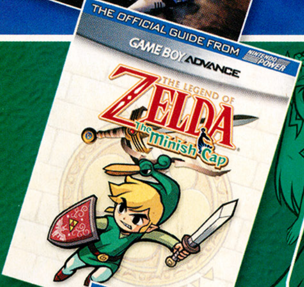
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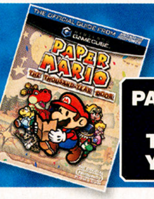
FINAL FANTASY DAWN OF SOULS

FINAL FANTASY I & II: THE DAWN OF SOULS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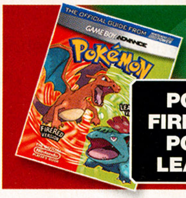
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